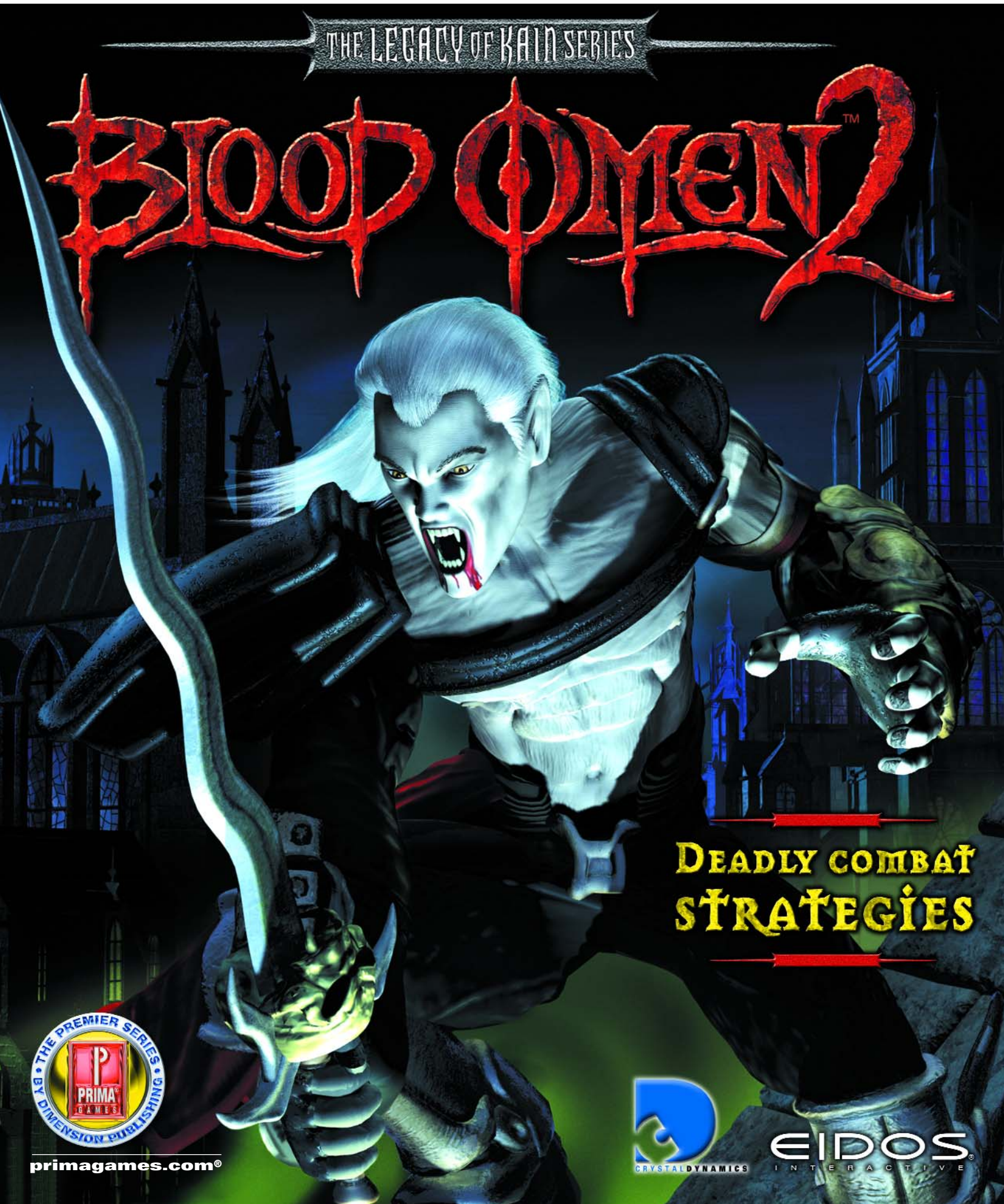
PRIMA'S OFFICIAL STRATEGY GUIDE



THE LEGACY OF KAIN SERIES

BLOOD OMEN 2™

Prima's Official Strategy Guide

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GETTING STARTED

ΕϛΙΑ ΔΕΜΟΝ ΝΙΓΗΤ ΔΩΕΛΛΕΡ ΜΑΞΙΥΜΥΣ ΣΑΤΑΝΙΧΑ ΔΕΑΤΗΣ

Four hundred years after the nobleman Kain was cursed to walk the night as a vampire, and centuries before Kain would rule the wasteland of Nosgoth with his Lieutenant Raziel, his path of conquest is stopped by a new enemy.

.THE PILLARS OF NOSGOTH LIE IN RUIN.
.VAMPIRES ROAM THE LAND ONCE AGAIN.
.AND THE LEGACY OF KAIN CONTINUES!

ΜΟΡΤΙΣ ϛΑΜΠΙΡΕ ΕϛΙΑ ΣΠΙΛΛΕΡ ΟΦ ΒΛΟΟΔ ΔΡΙΝΚΕΡ ΟΦ ΛΙΦΕ

After the opening cinema has concluded, press the START button to begin. You have four different choices from the menu:

START GAME:
Start a new game or load an existing game from your memory card. If you select a new game, you'll also be prompted to choose between assisted or skilled blocking before the game begins.

OPTIONS:
From this menu, you can turn the vibration on or off [Default=on], chose between assisted or skilled blocking, and set the music and sound levels to your liking.

REPLAY INTRO:
Can't get enough of the opening sequence? Go ahead and watch it again!

EXTRAS:
From this menu, you can view trailers for the Soul Reaver 2 videogame as well as two different trailers for Blood Omen 2. You can also view the credits and see the names of all the wonderful people who put their life's blood into the game (accompanied by some cool illustrations).

CONTROLLING THE GAME

Blood Omen 2 is played from a third-person perspective. During the action, the camera always remains behind Kain's back. If you want him to move, you simply move the control stick in the direction you want him to go. Kain's moves, and the corresponding buttons are as follows:

	PS2:	X-BOX:
Walk	Left analog stick	Left thumbstick
Look	Right analog stick	Right thumbstick
Jump	X	A
Glide	X (hold)	A (hold)
Use/Action	Square	X
Bloodsuck/Open Relic	Triangle (hold)	Y (hold)
Dark Gift Menu	L2	White button
Use Dark Gift	Circle	B

BATTLE MODE:	R1 (hold), then:	Right trigger (hold), then:
Block	L1	Left trigger
Attack	Square	X
Grab	Triangle	Y
Use Dark Gift	Circle	B

NOTE: As the screenshots were taken from the PlayStation 2 version of the game, the pictures in Chapter 1 show PS2-specific controls. X-Box owners can ignore the on-screen text in the pictures and just follow the guide's instructions.

You can press the START button at any time to pause the game. From the pause menu, you can Save your progress from the nearest checkpoint, Resume the game, call up the Options menu (see above), or Quit the game.

BLOCKING

There are two types of blocking: skilled and assisted. When the blocking is set to assisted, you can continue blocking each of your opponent's attacks by simply holding down the Block button. When the blocking is set to skillful, you must press the Block button immediately before each attack. It is definitely more challenging to defend yourself this way. Which type of blocking you'll want to choose is dependent upon your confidence in your own reflexes.

HEADS-UP DISPLAY (aka H.U.D.)

All the information you'll need to know is shown at the upper left corner of the screen. The circle icon lets you know which Dark Gift is currently active. The red vertical meter on the left is your Blood Bar. During the game, it will slowly run dry. If it becomes entirely depleted, you will die. To refill it, you must suck blood from the bodies of your enemies.

The purple vertical meter on the right is the Lore Bar. This bar will fill up from opening Relics (and, slightly, from sucking the blood of enemies). When the Lore Bar becomes completely filled, Kain will surge with power. Your Blood Bar and Lore Bars will then be lengthened, and you must start over filling the Lore Bar again.

The horizontal bar at the top of the H.U.D. is your Rage Meter. Every time that you successfully block an attack, the Rage Meter will increase. When it is full enough, you will be able to use Fury, Berserk, or Immolate to strike an enemy with more power.

Immediately below the Rage Meter you will see an icon representing the weapon currently in your possession. As the weapon becomes worn with use and nears its breaking point, this icon will turn red to let you know that you had better find a new one. If you continue to use it, the weapon will break and leave you with only your claws.

DARK GIFTS

There are a total of seven different Dark Gifts which Kain can utilize throughout the course of the game. You start with just two of them and must defeat various vampire enemies in order to acquire the others. The purple-colored icons represent "ranged" gifts, which can be used over distances. The red-colored icons represent "attack" gifts, which can only be used when your Rage meter is full. The seven gifts are:

Fury
(Kain has this ability at the start of the game)
Unleashes a single devastating blow.

Mist
(Kain has this ability at the start of the game)
Turns Kain temporarily invisible.

Jump
(Gained by defeating Faustus in Chapter 2)
Helps Kain leap great distances.

Charm
(Gained by defeating Marcus in Chapter 4)
Allows Kain to control weak-minded humans.

Berserk
(Gained by defeating Sebastian in Chapter 6)
Unleashes a series of devastating blows.

Telekinesis
(Gained by visiting the Witch in Chapter 7)
Allows Kain to affect objects from a distance.

Immolate
(Gained by defeating Magnus in Chapter 8)
Unleashes an attack that sets enemies aflame.

Stage 1

Auto-target him and block his attacks. He'll usually attack in sets of five, followed by a kick. If he turns red, he is about to launch a devastating attack which you cannot block. Jump to the left or right to dodge, and attack him with your claws or any weapon you might be carrying.

Detail

Where encountered:

In the smuggler's den at the end of Chapter 2.

Dark Gift needed to defeat him:

Mist

Dark Gift awarded for defeating him:

Jump

Stage 2

Take a look around the room to see which furnace he is standing on. Don't approach the furnace directly, but instead head to the fog on the ground to the right side of it. Activate your Mist gift and approach the furnace unseen. Pull the lever to set him aflame.

Stage 3

Circle the room keeping an eye out for him. When he drops to the ground, you'll hear his warning as he prepares to jump attack you. If you are facing him, dodge to the left or right. If you are not facing him, turn quickly to the left or right and jump away. When his attack misses, run to where he stands dazed and attack.

MARCUS

Stage 1

Run to one side of the cathedral and pull the lever to ring the bells. Turn around and find a dazed Marcus somewhere nearby. Knock him down once, then run to the lever on the opposite side. Continue ringing the bells and attacking Marcus until his mind slaves come and silence the noise.

Stage 2

Run upstairs and track Marcus down. Use your Jump attack to hit him from a distance, or your claws to attack him up close. Defend yourself against the Priests as well. Stand on one of the four balconies and look for Marcus to appear on the other side. When he does, you can jump attack him.

Detail

Where encountered:

In the upper city cathedral at the end of Chapter 4.

Dark Gift needed to defeat him:

Jump

Dark Gift awarded for defeating him:

Charm

Stage 3

When Marcus turns invisible again, you'll need to locate him. Attack a Priest near one of the two bells upstairs, but don't kill him. Instead, grab the Priest and throw him into the bell to make them ring again. Look for Marcus to appear on one of the four balconies. If he is close, attack him. If he is on the opposite side, jump attack him.

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SEBASTIAN

Stage 1

Stay in the very center of the room and block his attacks. He attacks in sets of five, sometimes followed by a devastating attack (when he glows red) that you must dodge. When your Rage Meter is full, use your Fury attack to knock him backwards into the steam. In the alternative, grab him when he tires and throw him against the back wall into the steam.

When he gets burned, he'll let out a yell. Keep him auto-targeted, as he is about to charge you. Dodge by jumping left or right at the last second, then return to the battle: alternating between blocks and the Fury attack.

Detail

Where encountered:

In the industrial quarter at the end of Chapter 6.

Dark Gift needed to defeat him:

Fury; Charm

Dark Gift awarded for defeating him:

Berserk

Stage 2

Get off the center platform and look for a safe spot in between the two jets of steam as they travel counterclockwise around the room. Move with them. Marcus will run around the top of the room clockwise. When he stops, he'll yell that he is coming for you. The steam will stop, allowing you time to get on the other side of the electricity in the center of the room. Don't auto-target him! If he is behind you, run quickly behind the electricity. Sebastian will come into contact with the beam and take damage. Repeat this process until he finally jumps up on top of the platform.

Stage 3

Sebastian starts attacking the Nexus Stone directly. If you let him destroy it, you will both die. Take a step back and jump towards the raised platform. He'll jump off before you can attack him. Use your Charm power on the human seen through the window. Move him to the lever on the far side of the room and pull it. The lower area will fill with steam, causing Sebastian to leap back on the platform. Attack him or pick him up and throw him back into the steam until he is dead.

Magnus

Stage 1

Immediately run for cover behind one of the statues surrounding the fountain where Magnus is standing. The sky will turn red. You'll be safe if you stay in the shadow of the statue. If you start to smolder, you are vulnerable and will be killed. As soon as the statue explodes, step out from behind it and target him with your Telekinesis to knock him off his pedestal. Run to the next statue and hide again. Repeat this process until he runs away.

Stage 2

Float down to the large room and move in front of one of the four statues. Get Magnus' attention, if necessary, by hitting him with your Telekinesis. Auto-target him so that he is lined up with you. As he turns red and starts to charge for you, dodge to the left or right. You can also let go of auto-target and simply jump forward as he charges towards you. When he hits a statue, he will reveal a Glyph Seal. Unlock it with your Telekinesis. Repeat the process until you unlock all four Glyph Seals.

Detail

Where encountered:

Inside the eternal prison at the end of Chapter 8.

Dark Gift needed to defeat him:

Telekinesis

Dark Gift awarded for defeating him:

Immolate

Stage 3

The large statue will reconstruct itself. Immediately underneath it is an infinity symbol bathed in a red light. Stand in front of it and turn to face Magnus. Get him to charge you, and either dodge or jump out of the way. When he hits it three times, it will collapse on top of him.

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Stage 1

Run to a corner so that he is directly down a walkway from you. Don't get too close. Jump to avoid his first blast. The second blast will shoot high as you stay on the ground. Jump again to avoid his third blast. In the alternative, auto-target him and dodge his three blasts. After the third blast, he'll lift his weapon. Target him with your Telekinesis and knock him backwards. As he tries to keep his balance, quickly target him with your Jump power. When it turns red, you can perform a jump attack that knocks him off the edge. The closer you are to him, the quicker it will be for you to target him.

Detail

Where encountered:

At the gate in the Hylden City at the end of Chapter 11.

Dark Gift needed to defeat him:

Telekinesis; Jump; Immolate

Dark Gift awarded for defeating him:

What do you need a Dark Gift for?

Stage 2

When he returns from the abyss, head to one of the corner platforms. Block his attacks so that your Rage Meter starts to fill. He will always strike at you five times before attempting a devastating blow. Block the first five, and then dodge the last blow when his sword glows red. As soon as the Rage Meter is full, use your Immolate gift. Repeat several times, being patient to block his first five attacks and dodge the last one.

Stage 3

As in the prior stage, block his five attacks and then dodge the last one. This time, you cannot use Immolate. You can, however, use the Soul Reaver that is now in your possession. Slashing at him after he misses his devastating attack will cause damage, but not a significant amount so it will take longer to defeat him. Instead, block the first five blows and then wait until you see his breath after he misses his last attack. Press the grab button to lift him into the air. While pressing forward on the left stick, press the attack button to impale him upon the Soul Reaver. Repeat this process until he dies.

CHAPTER 1
THE SLUMS

Objectives

1. *Follow Umah's directions as she helps you practice your skills.*
2. *Make your way through the city on your own.*

Puzzles

1. *Combat Training*
2. *Broken Door Switch*

"Welcome to Meridian"

Meridian, the capital city of Nosgoth, is under the control of the Sarafan: a group of humans who have sworn to rid the land of vampires. Their heavy-handed rule has led some humans to seek their overthrow, even as some vampires have joined with the Sarafan to destroy their brethren. It is into this chaotic world that you awaken.

RELICS: XII WEAPONS BOXES: I

Objective 1

Follow Umah's directions as she helps you practice your skills.

Although Kain will never admit it, his skills might be a little rusty after a 200-year slumber. Umah, a fellow vampire, is here to help jog your memory. She'll be your guide, so listen to her carefully.

Umah explains that Nosgoth is ruled by the Sarafan, and that the vampire race is all but extinct. A few survivors have joined together to form the Cabal: the vampire resistance, operating from a hidden sanctuary. They are in need of Kain's abilities.

When Umah leaves, control will be returned to you. Use the left analog stick to walk or run. There isn't much to investigate in this area, so head straight down the street after her.

Up ahead you'll spot a small fountain of red lights. This is a checkpoint. Walk through it and a marking will be made upon the ground denoting your progress. Should you die, or load a previously saved game, you will start from the last checkpoint reached.

From time to time, you will need to survey your surroundings. Use the right stick to look around. This will help you spot ledges below and items on rooftops above. At the end of the street, Kain meets up with Umah again.

She reminds him that he is stronger and faster than mortal men, and able to jump much higher. To prove her point, she asks you to join her on the rooftop.

Press the Jump button while pushing forward on the left stick to jump on top of the shack on the left. From there, jump up to the next shack, and jump once again to reach Umah.

Not only can you jump, you can also float in mid-air. Turn the corner and press the Jump button to jump off the roof. Hold the Jump button and you will float safely to the ground. The villagers in the street below aren't a threat, so you can ignore them unless you are in need of blood.

A fence blocks your passage to the left, but you can jump over it easily. Continue following the street until you come to a large gate. Where there's a gate, there is usually a lever nearby. Approach the wall to your right, and the lever should start to glow. Press the Action button while in front of levers or other glowing items to activate them.

After the gate opens, enter the tunnel and follow it to the left. Another gate rises up ahead. Looks like your only way out is through the door on the right. Stand in front of the door and press the Action button. You will open it and enter. Walk over the checkpoint inside the room before exiting through the back.

Umah has captured a criminal especially for you. Follow the steps down until you reach the ground floor and you'll see him straight ahead. Press the Bloodsuck button when an enemy is highlighted red and Kain will draw all the blood out of his victim in a single burst. You were expecting a vegetarian vampire?

Continue after Umah, who explains that drinking blood will make you stronger by increasing your Lore Bar. Another prisoner is shackled on the wall here. Press and hold the Auto-target button to lock onto the nearest enemy. With the Auto-target button held, press the Attack button. When this prisoner dies, drink her blood.

Open the door at the end of the hallway by pulling the lever while standing in front of it. Walk through the checkpoint and head up the steps to the dock area. Umah reminds Kain that water is deadly to vampires. Even puddles will burn you, so avoid it at all costs.

Umah also points out a Relic: an energy-filled coffer that can be accessed only by vampires. When she leaves, jump over the water on the left and walk over to the Relic. Press the Bloodsuck/Grab button to open it and take in its Lore energy.

Look for another Relic behind the shack on the pier. Never miss a chance to open a Relic, as it provides you with more Lore energy than feasting on enemies.

Continue on your way along the waterfront. Umah is standing in front of a green Ward Gate. She explains that the Sarafan have constructed these gates to keep the vampires at bay. Touching it will damage your health.

You'll therefore have to find a way around it. Backtrack and look for an open gate. The passageway leads down into the sewers and through another checkpoint.

Let's get ready to rumble! Umah will act as your sparring partner. Hold down the Auto-target button to enter the battle mode, which keeps the nearest enemy centered in front of you. Like all enemies, Umah will strike in quick succession. She attacks three times before pausing.

If you are playing the game with assisted blocking activated, holding the Block button will block her attacks. If you are playing the game with skilled blocking, you must press the Block button before each of her attacks. Get used to the timing, as blocking is one of the skills you will need throughout the rest of the game.

Now it's your turn! Hold the Auto-target button to enter the battle mode, and press the Attack button rapidly to attack her with your claws. Send her flying to the ground three times.

When an enemy is dazed, you can grab them. You can also grab unarmed villagers at any time. With the Auto-target button held down, press the Grab/Bloodsuck button and Kain will lift Umah into the air. While holding her, he can perform two types of attacks or a throw.

Attack an enemy you are holding by pressing the Attack button. Pushing forward on the left stick at the same time as the Attack button performs a more damaging attack. You can also throw an enemy by pushing forward and the Grab/Bloodsuck button simultaneously. Throw Umah in order to continue.

As you head down the sewer passageway, you'll be informed that blocking attacks as you did with Umah will increase your Rage Bar. When the Rage Bar is full, you will be able to activate certain Dark Gifts such as Fury. You'll learn how to do this momentarily.

There's water ahead, and you can't jump across. Fortunately, you'll spot a valve to the right of the railing. Stand in front of it and press the Action button to turn the valve and drain the water.

With the water gone, you can float down to the basin. Jump up towards the opposite side and Kain will automatically grab hold of the ledge. Now move forward and he'll pull himself up.

Inside the next room, Umah will meet up with Kain once again. She warns you of a gang of thieves camped out ahead. Unlike your battle with her, this one will be for real! Don't forget to press and hold the Auto-target button to lock on an enemy before either blocking or attacking them.

Now might be a good time to learn about Dark Gifts. They can be accessed by holding the Dark Gift Menu button and then using the right stick to select the desired gift. For now, you have only two: Mist and Fury. Select Fury and then release the menu button to return to the game.

The icon in the top corner of your H.U.D. lets you know which Dark Gift is selected. To use the gift, press the Dark Gift button. Kain will glow red when your Rage Bar is full (as it is now) to let you know that Fury can be used. You've only got one shot, so use it well.

With the Auto-target button held, press the Dark Gift button for a Fury attack or else press the Attack button repeatedly. A few quick blows will send him to the ground. Go ahead and kick him while he's down. When he dies, stand over him and drink his blood by pressing the Bloodsuck/Grab button.

Look for the Relic and then follow the passage up and out of the sewer. Umah will explain more about Dark Gifts. Each vampire has his or her own special power: yours is the Mist. Over the course of the game, you can acquire further gifts by absorbing them from the bodies of vampires you defeat in combat.

Mist can only be used in an area where fog covers the ground...like here, for instance. Hold the Dark Gift Menu button and use the right analog stick to select Mist from your Dark Gift inventory.

Walk down the steps to the checkpoint and press the Dark Gift button while standing in the fog. As long as you remain in the fog, your Mist power will make you invisible to most enemies. Just don't try to perform any moves such as attacking or blood sucking.

Test your stealth abilities by sneaking up on an enemy to the right. Press and hold the Auto-target button to lock on the Thief with his back towards you. Look for a skull icon to appear over his head. When you see this, you can perform a one-hit kill by pressing the Attack button.

Anyone standing nearby when you perform a stealth kill will be alerted to your presence, however, such as the second human here. Drink the blood of your decapitated foe before moving on. Look for a Relic located behind the crypt before leaving the graveyard.

Relics fill your Lore Bar with energy. Each time the Lore Bar becomes completely filled, Kain will shout as he surges with power. Both his Blood Bar and his Lore Bar will become longer, and you'll have to start filling up the Lore Bar all over again.

Your Mist gift will deactivate once you step out of the fog. On the ground straight ahead you'll spot a club. Stand near it and press the Attack/Use button when it becomes highlighted to draw the weapon into your hand.

You can only carry one weapon at a time, and all weapons eventually wear down and break. The Weapon Box straight ahead looks a lot like a Relic, and it is activated in a similar fashion: stand in front of it and press the Grab/Bloodsuck button. If you have a weapon in your possession, opening the Weapon Box will energize it.

As you head down into the next courtyard, Umah will explain the intricacies of Glyph energy. The Sarafan use this magic to power doors and machinery. When a Glyph Box is activated, green energy flows through the pipes. Approach the Glyph box ahead, but be on your guard!

A club-wielding thief emerges from the alley to your right. Before pulling the lever, battle him and then search the alley to find a Relic. You should always take care of nearby enemies before attempting to pull levers, open Relics, or suck blood from bodies.

Glyph energy is the lifeblood of the Sarafan's machines, and will be found throughout Meridian. It flows through pipes like electricity and will often have to be re-routed. When in doubt, follow the pipes from the source to the destination...or vice-versa.

With the enemy defeated, you can pull the lever on the Glyph box unimpeded. The energy now flows to a lever on the left side of the gate ahead. Pull it, and once Umah moves on, head down the tunnel and activate the checkpoint.

In the next area, you'll encounter a thief beating up an unarmed villager. Come to the poor fellow's rescue, blocking the thief's club attacks with the Block button and slashing back at him with the Attack button. For good measure, you can suck both of their blood when the battle is over.

Look for the Relic and absorb its power before moving on. Ignore the stairs for now and head through the archway. The fog on the ground should give you a clue: activate your Mist power by pressing the Dark Gift button.

The thief at the other side of the courtyard has his back turned to you: a fatal mistake! Walk up behind him with your Mist power activated, lock onto him with the Auto-target button held down, and press the Attack button for another one-hit kill.

You cannot cross the expanse of water here, but you can open the Relic and extract its energy before following the passageway around the corner. It ends at a Glyph Box. Stand in front of it and press the Action button to activate the Glyph energy.

Now that you've turned on the power, head back through the fog and take a left turn back at the main courtyard. It's time to head up those stairs you ignored earlier.

At the far end of the passageway, you'll come to a metal door. Now that the Glyph energy is flowing, you can pull the switch and open it. Head on inside and walk over the checkpoint.

Although fog covers the ground, that's not fog coming from the pipe! It's steam, which will injure Kain if it touches him. Turn the valve on the wall to stop the steam from flowing.

With the steam gone, use your Mist gift. The Thief up ahead is oblivious to his impending doom. Sneak up behind him, auto-target him, and press the Attack button when you see the skull icon. He'll never know what hit him!

Your Mist gift will automatically turn off as you exit the fog and walk down the stairs. The courtyard contains a Relic, but you'll have to deal with two club-wielding Thieves first.

After dispatching the thieves, catch up with Umah at the far end of the street. She promises to lead you to sanctuary, the heart of the vampire Cabal, so that you can meet the leader of the vampire resistance. Before you can follow Umah, a Sarafan closes a Ward Gate in your path.

Objective 2

Make your way through the city on your own.

Separated from your only ally, you'll have to put all your skills to use as you make your own way through the slums, searching for sanctuary.

Umah can take care of herself, but you'll need to find another way around the Ward Gate. The open doorway behind the flame is a good start.

Inside the courtyard, you'll be attacked by another Thief. Don't these guys ever learn? Kill him and then climb the ladder on the wall. Whenever you spot a ladder, Kain will automatically start to climb if you walk or jump into it.

The door ahead is sealed, but you can open the Relic and take its energy. Now jump up onto the top of the shack, and then jump again to the roof.

Jump the gap to the next rooftop with the broken chairs. Use the Right Stick to glance over the edge ahead. It looks safe, so jump or float down to the roof below.

Look for a villager next to a barrel on the other side of the alley. Jump and float across to him. If you fall to the ground below, you'll have to use the ladder to make your way back up to the rooftops.

Head through the open doorway. Inside the room you'll find a sword on the floor. Grab it by pressing the Action button when you are standing over it. Exit through the open doorway to a small platform.

Jump and float across to the next building. Open the doorway by pressing the Square button. Inside, a large crate blocks the exit door. Fortunately, Kain's strength allows him to move large objects effortlessly. Stand next to the crate and press and hold the Action button. Move the Left Stick to drag the crate away from the door.

PUZZLE BROKEN DOOR SWITCH

After passing through the door, head left down the passageway. Take a right turn at the first intersection. Up ahead a locked gate blocks your passage, and the lever to open it is broken. Look for an open doorway on the left wall and enter.

There is an elevator on the far side of the room. Before using it, look for a Relic tucked away in a corner behind the crates. Now enter the elevator and pull the lever to descend.

Walk through the room below and look for a Glyph energy lever straight ahead in the passageway outside. Pull it and the gate upstairs will open, just as the gate down here will close.

Before taking the elevator back upstairs, explore the rest of the passageway. A Thief will attack, but after you've taken care of him, you can open a Relic inside a room beyond the bonfire.

Head back to the elevator and pull the lever inside of it to ascend. Exit the room, turning to the left, and walk through the now-opened gate. Now jump and float down to the ground level.

Up ahead, two Thieves are hiding around the corner near the gate. As usual, hold the Auto-target button to enter battle mode. Defend against their attacks with the Block button and fight back with the Attack button. When the foes have been felled, you shall feast on their blood.

There is a lever on the left side of the gate. Pulling it will open the gate, but it simultaneously closes the gate at the far end of the tunnel. You've got to figure out a way to keep them both open.

After pulling the lever, head inside the tunnel and stand in front of the crate. Use the action button to pull the crate backwards. Stop pulling when it is directly beneath the open gate, then walk back outside and pull the lever once again. The crate prevents the first gate from closing.

Walk under the gate and through the open gate at the other end of the tunnel. A cinema sequence will play, showing Kain meeting up with a human Cabal agent. The spy tells Kain that he is near the Smuggler's Den.

Unbeknownst to the two of them, someone is watching their meeting. Just as Kain leaves, a mysterious figure emerges from the shadows and deals a fatal blow to the Cabal agent. Could this be another vampire? Working for the Sarafan? The answers await you in the next level!

CHAPTER 2
THE DEN

Objectives

1. *Find the T&A Tavern.*
2. *Find the smuggler's tunnel beyond the church.*
3. *Defeat the traitor Faustus*

Puzzles

1. *Church Gate*
2. *Guarded Gate*
3. *Steamed*
4. *Timed Gate*
5. *Feet of Flame*

"Creatures of the Night"

On his own, Kain wanders deeper into the heart of Meridian, searching for sanctuary and a rendezvous with an unknown leader of the vampire resistance. Unbeknownst to him, a ghost from his past is hot on his trail: a former member of Kain's legion now working to destroy the vampire race. The smuggler's den is populated mostly with thieves, but the Sarafan have a presence there as well.

RELICS: VII WEAPONS BOXES: II

Objective 1

Find the T&A Tavern.

A Cabal agent will meet you at the local tavern. He's got information you need: the location of the smuggler's tunnel that will take you into the lower city.

Walk down the stairs and activate the first checkpoint. Be careful as you make your way around this waterfront area: you know what will happen if a vampire gets wet! Continue forward to the end of the pier and make a right turn.

Follow the street until it leads you to a Relic. After absorbing its power, pull the switch on the nearby Glyph box to start the energy flowing. Now return to where the street meets the end of the pier.

Looks like some sort of commotion is taking place. Enter the fray and kill the club-wielding Thief, sucking the blood from his body. With the Glyph energy activated, you can now turn the valve to open the gate ahead.

Fog covers the ground inside, so activate your Mist gift. Sneak up on the nearest Sarafan Archer and kill her with a single blow. Her companion will now be alerted to your presence, but you can eliminate her in a similar fashion if you stay in the fog. Or forget the stealth, kill her face-to-face.

Climb the ladder and open the door at the top. You'll find a checkpoint on the other side. After walking over it, follow the stairs down to the right until you reach the bottom level.

Open the nearby Relic and then continue over the walkway across the water and up the next flight of stairs. Turn to the left and get ready to battle two axe-wielding Thieves. After taking care of business, follow the walkway around the water's edge. It ends in a wide-open area where another Thief is wandering about.

Kill this last Thief and then look for a Glyph box lever on the wall nearby. Pulling it will start the Glyph energy flowing to a bridge high above.

Retrace your steps all the way back across the water and upstairs to the first checkpoint. Now you can walk across the bridge you just lowered. Open the door on the far side of the next courtyard.

Head downstairs and through a passageway into the cellar area. Be on your guard, as a Sarafan Archer awaits you. Get in close to her and she'll be unable to fire her arrows.

Defeat the Archer and activate the checkpoint in the center of the room. A large valve on the wall opens one of the gates. Behind it you'll find a Relic.

The other gate cannot be opened until the valve is supplied with energy. Ignore it for now and head upstairs where another Sarafan Archer will attack. Use the Auto-target button to target her, jumping left or right to dodge her arrows as you move in close enough to attack.

After eliminating the immediate threat, enter the smaller room through the open doorway. Inside you'll find a Glyph box with a lever. Pull it to furnish Glyph energy to the door downstairs.

Head back downstairs and turn the valve to open the gate. Inside you'll find a Weapon Box and another Glyph box. Charge your weapon, pull the lever to start the energy flowing, then head upstairs and continue on outside through the door.

Pull the lever on the left to deactivate the Ward Gate. There is just enough fog on the ground in the courtyard beyond to help you use your Mist power to take on two Thieves. Don't worry if they see you, as you can still take them out the old-fashioned way.

Look for the Relic before moving on. When the street turns around a corner to the right, two Sarafan Archers will send flaming arrows your way. You may have just enough time to activate your Mist power before they approach.

Around the next corner, you'll find a valve that opens the gate. The Archer on the other side won't notice you if you remain invisible using your Mist power. Kill her and continue on your way. Don't forget to take weapons from your defeated foes as your current weapon gets worn.

There is one more Thief to deal with before you can reach the tavern at the end of the street. There is a checkpoint right outside its door. Activate the checkpoint before opening the door and entering the fine establishment.

Ignore the patrons milling about and head towards the stairs. You'll encounter a man who identifies himself as a friend of the Cabal. He tells you that the entrance to the smuggler's tunnel is located beyond the church.

Objective 2

Find the smuggler's tunnel beyond the church.

Even though you now know where it is, you'll still have to get there. Beyond the church you'll find a maze-like complex of steam pipes and machinery.

The bartender calls for the Sarafan Guard, preventing you from heading back outside the way you came in. Go upstairs instead. On the second floor, you'll encounter another club-wielding Thief. Take him out with a few well-placed slashes, and drink his blood to refill your Blood Bar.

That large bookcase looks suspicious. As you approach it, the bookcase will glow. Press and hold the Action button and Kane will summon his inhuman strength, allowing you to pull the bookcase away from the wall. A hole will be revealed.

Pass through the hole in the wall and you'll encounter a villager and an Archer. The villager is unarmed, but the Archer will send arrows your direction. Battle her to the death before heading down the stairs and out the door.

You'll find yourself back outside in the city streets. The church is just ahead, beyond a locked gate, but before you can reach it you'll have to deal with two Thieves. Keep them both in front of you to avoid being surrounded. With the Auto-target button held down, Kain will automatically turn to face the most immediate threat.

PUZZLE CHURCH GATE

The gate to the church is closed, and you cannot climb over it. There is a large crate nearby, however. Use the Action button while standing behind it to push it towards the gate until it stops. Jump on top of the crate, then over the gate.

Activate the next checkpoint and open the Relic. Continue down the street until you reach the waterfront. Be on your guard for a Thief who appears just around the corner. After vanquishing the foe, turn the corner ahead into the church courtyard.

The courtyard is covered in a layer of fog, providing the perfect opportunity to use your Mist power to approach the Sarafan Guard unseen. Use the Auto-Target button to target him and sneak up behind him for a one-hit kill.

The second Sarafan Guard in this area is outside of the mist, so you won't be able to remain invisible. No matter! Wait for him to approach, then attack him with your blade. Suck the blood from his body if necessary.

There are two ways to get up to the next level. Either jump on top of the crate and then again to the roof, or climb up the ladder by positioning yourself in front of it and pushing forward.

Watch your step as you cross the narrow bridge. On the other side, stairs lead down to a room with a lift inside. This must be what the man at the tavern was referring to. There's also a body lying nearby. You aren't going to let all that blood go to waste, are you?

Enter the lift and, while standing in front of the switch, press the Action button to activate it. Going down! There's only one way out of the room. Follow the Glyph Wraiths down the hallway and you'll eventually find yourself outside beside a stream.

A cut-scene shows a mysterious figure consulting with the Wraiths, then entering a door that quickly closes behind him. You had better find out what he is up to, and if he is aware of your presence.

When control returns to you, head to the left and through a checkpoint until your progress is blocked by steam. Look for a valve on the left side of the doorway and use the Action button to turn it off.

The humans on the other side are harmless, so unless you need to refill your Blood Bar, you can safely ignore them. Look for a door on the left leading to a storage room where you'll find a Relic and a Weapon Box.

Back outside, continue down the walkway and look for an opening on the right just as it heads to the left. Explore the room through this open doorway. You can jump over the railing and siphon more energy from a Relic on the ground floor.

PUZZLE GUARDED GATE

Leave the room and head straight up to the next level. As you reach the platform, a guard spots you and pulls a switch that lowers and locks the gate to the inside.

Fortunately, the alcove straight ahead contains a second switch that will raise the gate. Still, if the guard sees you come out of the alcove, he'll lower the gate again. So don't let him see you! Use your Mist power and enter the open gate.

On the other side of the gate, you'll encounter a patrolling Sarafan Guard. If you remain in stealth mode, you can sneak up behind him and kill him with a single blow. Otherwise, you'll have to battle him face-to-face. Either way, he's history!

PUZZLE STEAMED

The door nearby can be opened by pulling the switch, but two humans inside will respond by immediately closing the door before you can enter. You might have noticed, however, that they are standing directly beneath a pipe.

Walk around to the side of the room and pull all three switches to start the heat flowing. Now return to the door and you'll see steam leaking from the outside pipe.

Use the Action button to turn the valve, sending a hot blast down on the humans inside. With the workers incapacitated, you can now open the door and enter.

Cross the room and head through an open doorway to a second door beyond. Pull the switch to open the back door and get ready to use your Mist gift once again.

PUZZLE TIMED GATE

There's another Sarafan Guard here, but thanks to the fog you can quickly press the Dark Gift button to activate your Mist energy and sneak up behind him. Or, you can just go right at him: it's your choice.

Head left and walk down a set of ramps leading back into the building. Open the door at the bottom. Steam blocks your passage down through the large pipe, so look for a ladder on the wall and climb up.

There are two gates here as well as a switch in the center of the room. When you first enter, steam is blocking your passage through the left gate and the right gate is closed. Pull the center switch to re-route the steam, clearing your passage through the left gate.

With the steam gone, you can pull the switch to open the left gate. On the other side, you'll encounter a Sarafan Guard. You'll have to battle him before moving on.

Your goal lies atop the ladder, but the steam prevents you from climbing it. There is a second gate on the other side of the room, however. Pulling the lever will open the gate temporarily, allowing you to return to the other side where you started.

Quickly run to the center switch and pull it to re-route the steam from the ladder back to the left gate. Now quickly head back through the open gate on the right before it closes. You've only got a few seconds to perform this task. If you take too much time, you'll have to start over.

Once you make it back through the gate, you'll be able to climb up the ladder. On the top platform, directly in front of you, is a lever that will stop the steam from coming out over the large pipe far below. Pull this lever and make your way back down the ladder.

The steam is no longer blocking the gate on the right of the ladder. Walk through it and look for the ladder leading back down to the first floor. Jump and float into the large pipe and you will drop down into an underground room.

In mid-air, adjust your descent so that you can land on the platform with the checkpoint. If you miss, don't worry: you can still jump back up to the edge of the walkway by pressing and holding the Jump button.

Objective 3

Defeat the traitor Faustus.

Faustus is the first of many old friends who become foes. He's doing the bidding of his master, the Sarafan Lord, trying to prevent you from reaching the tunnel. You must survive a three-stage battle in order to defeat him.

As Kain enters the next hallway, you'll temporarily lose control of him. Without warning, the door will close behind you. From a walkway above, you'll hear the voice of one of Kain's former lieutenants. Faustus has betrayed his race and now works for the Sarafan.

When the cut scene ends, hold the Auto-target button to enter combat mode. Press the Attack button to hit Faustus with your current weapon or your claws. Use the Dark Gift Menu button to select Fury so that blocking Faustus' attacks will fill your rage meter.

He generally attacks in a series of five slashes, followed by a roundhouse kick that will knock you to the floor. Press the Block button right before each blow to try to block his attacks. When he pauses afterwards, use the opportunity to launch your own attack.

While waiting to block his attacks, watch for Faustus to step backwards and prepare to spin towards you, aglow with energy. You cannot block such an attack, but you can jump to the side out of harm's way.

After Faustus has been sufficiently weakened, he will leap up to the walkway and retreat to a second room. The doorway will now open, allowing you to follow him. There are furnaces on the four sides of the room, each with a lever below it. There is also fog on the ground in certain areas.

PUZZLE FEET OF FLAME

From his perch atop the furnaces, Faustus will throw explosives at you. If you attempt to turn on the furnace while you are still visible, he will quickly jump to another one.

Instead of heading straight for the furnace levers, move to the fog to the right side of each of them and activate your Mist power. Now you can approach each furnace, staying in the fog, without being seen.

Pull the switch below the furnace Faustus is standing on, and you'll turn up the heat, sending him crashing to the floor. You won't be able to remain in the fog as you move from one furnace to the next, but you can quickly re-activate your Mist power.

Keep heading for the fog to the right of each furnace and slowly approach the lever. After getting burned four or five times, Faustus will retreat to the ceiling beams high above. He'll open the roof, causing the fog to dissipate. No more using the Mist power!

Use the right stick to look for him. It may be hard to judge where he is, but eventually you will hear Faustus drop down from the ceiling. When he lands, you'll have but a few seconds to run or jump out of the way of his flying kick attack.

If Faustus' kick misses, he'll end up in a heap on the floor. Run after him and hold the Auto-target button to enter combat mode. Use the Attack button to get a few blows in before he jumps back up to the chains hanging from the ceiling.

You'll have to dodge Faustus' kick and attack him four or five times before his health meter is entirely depleted. If you are having difficulty, stand in the center of the room and spin the camera around with the Auto-target button until you see him drop down.

Faustus will make a final leap to the chains...but this time he misses! He'll then fall to his death in front of you. Good riddance!

Kane will approach and suck the life-blood from his former legionnaire, thus absorbing Faustus' unique vampire ability: Jump.

A doorway will open, allowing you to exit the chamber. Select Jump from the Dark Gift menu, and, once back in the game, press the Dark Gift button to activate a cursor.

Use the left analog stick to position the cursor on your destination: the other side of the ravine. It will turn purple to let you know when you are able to jump safely. Now press the Dark Gift button and Kain will automatically jump to its location.

Looks like you've finally found the smuggler's tunnel that the Cabal agent told you about. Walk inside and prepare to be reunited with Umah in the lower city.

CHAPTER 3
LOWER CITY

Objectives

1. *Make your way to the Red Raven Pub.*
2. *Find the newsstand.*
3. *Locate Sanctuary.*

Puzzles

1. *Replace Battery*
2. *Crate Drop*
3. *Flooded Room*
4. *Pressure Switch*

"In Darkness We Gather"

Having located the entrance to the smuggler's tunnel, Kain must locate the hidden sanctuary of the vampire resistance, as Umah heads off to investigate the industrial quarter of the city. Though you'll still encounter many thieves, the Sarafan's presence in the lower city is more evident, with frequent guard patrols and ward gates intended to thwart any vampires who encounter them.

RELICS: IX WEAPONS BOXES: I

Dark Gift

Jump

Using this gift, Kain will be able to leap great distances. Use the left stick to control Kain's shadow and move it to your destination. When it turns purple, press the Dark Gift button to make the jump. If it turns red, you can attack an enemy when landing the jump.

Objective 1

Make your way to the Red Raven Pub.

The guard at the worker's gate will not let you through unless you tell him whom you work for. The pub's barkeep has the necessary information.

As the chapter opens, Umah and Kain are reunited. She instructs him to meet up with her at sanctuary, as her orders are to investigate the industrial quarter of the city. When control is returned to you, turn around and look for a flight of stairs with a Relic at the top.

After opening the Relic, make your way up another set of stairs to the rooftop. Select your Jump gift from the menu and press the Circle button to jump to the rooftop on the other side of the street.

Walk through the rooftop checkpoint and then float down to the alley below. The fog allows you to use your Mist power to get the drop on one of two Thieves standing nearby. You'll have to take out the second one face-to-face.

A third Thief will emerge from the alley. Send him to his eternal reward and follow the alley out to the street.

Umah told you to look for the Red Raven Pub. Turn right and head down the street until you come to a door beneath a picture of a red raven. Open it and enter.

Thankfully, this isn't a place where everybody knows your name. The barkeep does pass along a helpful piece of information, however, which should help you get through the gate into the worker's area.

Exit the pub and make your way down the street to the elevated walkway at the far end. Duncan will now open the gate and let you through.

Two Thieves attack you in the alleyway beyond. That's the last mistake they'll ever make! Take care of them and head up the steps on the left side as you emerge from the alley.

Follow the elevated walkway around until you see the structure in the center of the town square. Jump up to the top and open the Relic.

PUZZLE REPLACE BATTERY

From the building, use your Jump gift to reach the corner rooftop where a Glyph energy box can be activated.

Jump and float off the rooftop to the ground level and look for the doorway that the Glyph energy leads to. Pull the switch and head inside, where you'll surprise a Glyph Wraith. Looks like you've scared him off before he finished his repair work.

Look for a Glyph Egg to the left of the entrance and use the Square button to pull it away from the wall. The doors will slam shut behind you, but don't worry about it.

Turn and push the new Glyph Egg forward into the next room. Remove the worn Glyph Egg that the wraith was working on, and push the new one into its place.

With the new Glyph Egg in place, enter the generator area on one side of the room and pull the switch to send the Glyph energy to the rear door. Don't forget to open the Relic on the other side of the room before exiting.

ΣΥΠΕΡ ΠΟΩΕΡΦΥΛ

Objective 2

Find the newsstand.

You'll need a password to pass through the gate leading out of this part of the city. A human friendly to the Cabal will give one to you at the newsstand.

ΤΑΣΤΕ ΦΟΡ ΒΑΟΟΑ

Outside of the room you'll activate a checkpoint. Head through the broken window and up the stairs. A foolish human dares tell you that you cannot enter without the password. As you head down the alley to the street, two Thieves will accost you.

A Sarafan Guard will appear from around the corner ahead. Unlike previous enemies, he is able to launch an attack which you cannot block. Whenever you see an enemy's weapon glow red instead of yellow, jump left or right to dodge. Kill the Guard and then make your way down the street.

The man at the newsstand is a Cabal agent. Speak with him to obtain the password, then backtrack through the alley to the locked gate. After the human opens the gate, you can kill him for his insolence.

ΣΥΠΕΡ ΠΟΩΕΡΦΥΛ

Objective 3

Locate Sanctuary.

Umah will rendezvous with you at the vampire's hidden sanctuary, which is nearby. You'll need to make your way in and out of the sewers before reaching it.

ΤΑΣΤΕ ΦΟΡ ΒΑΟΟΑ

The next door leads to a dungeon of sorts. There are three villagers chained to the walls. If it is time for you to feed, target and kill them. Otherwise, you can ignore them and head up the ladder.

Use your Jump gift to reach the next rooftop where a checkpoint and a Relic await. Use Jump once again to reach the rooftop near the windmill, but as you land immediately change your Dark Gift to Mist.

You can perform a stealth kill on the first Thief here, although his buddy will have to be taken out the old-fashioned way. Drink their blood and take one of their weapons, if necessary, then follow the rooftop around the corner.

Float down into the courtyard where you can see a Glyph box far below. There are also two Thieves here, so deal with them before pulling the handle. Once the energy has been activated, jump up to the top of the shed and climb the ladder out of this area.

Use your Jump gift to reach the balcony above the Glyph box. Pull the lever and enter the open doors, ready to defend yourself against the Thief inside.

Kill the Thief and drink his blood. Then turn to the left and make your way through the office and down a set of stairs to the ground floor.

Ignore the humans standing down here and cross to the other side of the barn. Make your way up the stairs. You'll have to take out a solitary Thief before pulling the lever. The lever releases a large crate which smashes a hole through the floor.

Go back down the stairs and float down through the hole you just made. Follow your way through the corridors and pass through the checkpoint. Continue on up a flight of stairs until you encounter two more Thieves.

PUZZLE CRATE DROP

After eliminating the Thieves, look for a room on the other side of the walkway that contains a crate. Pull the lever on the left side to open the door, then push the crate through until it drops down on the metal slide. Now head back outside and across the walkway.

Push or pull the crate all the way across the metal slide until it stops. Look for the lever on the side of the machinery. Pulling it will activate a lift that raises the crate to the upper level.

Before going up there after it, stand to the side of the metal slide. It will glow, letting you know that Kain can interact with it. Push it away from the lift towards the ladder.

Hop over the metal slide and climb the ladder to the top level. There are two Thieves up here to deal with. When they've been eliminated, walk to the other side of the room and push the crate off the lift. It will miss the slide and break a hole in the floor.

Float down into the sewer area and walk through the checkpoint. Jump over the wreckage blocking the end of the passageway. Two Sarafan Archers wait for you in the next room. Kill them, then open the Relic before moving on.

When you come to the room with the ladder leading down, ignore it. Turn the valve on the left side to fill the area with water. Now use your Jump gift and leap across the water to a platform floating in a corner on the other side. It's directly beneath another ladder you must climb.

You'll exit the sewer near a Ward Gate. Take a left and walk towards the guillotine in the courtyard where you'll battle another Thief.

A Weapon Box can be found in a back room by entering the door underneath the sign with a sword and axe on it. There is also a Relic in a shop with a glass window on the main street.

At the far end of the street is a Glyph box. Two Sarafan Guards stand watch in front of it. They'll attack if you attempt to pull the lever, so draw your weapon and battle them first. When the coast is clear, follow the energy conduit back to the opposite end of town where a gate has now been opened.

PUZZLE FLOODED ROOM

The gate leads down to another part of the sewer. Walk through the checkpoint and prepare to fight the two Thieves who are lying in wait for you around the corner. They are no match for you, of course.

Jump over the debris and follow the passageway as it turns to the right. Continue moving forward until you come to a room filled with water. A metal door blocks your path. Could this be a dead end? Look for a ladder on the wall to your right and ascend.

The bodies strewn about appear to be the handiwork of a sloppy vampire. Still, you can feed on them if necessary. The doors here are locked, however. Use the right analog stick to glance up at the roof of the building. It looks like something is up there.

Jump up to the edge of the building and pull yourself to the roof. After eliminating the Thief, push the crate into the hole where it lands below. Don't follow it down!

Carefully make your way back to the lower room by floating down to the wall with the ladder on it. Walk across the bridge and look for a lever on the other side. Pulling it will raise the metal door, but only temporarily.

Hurry back across the bridge and push the crate as far as it will go. When the metal door begins to close, it will hit the crate and stay open. Now return to the passageway where you first entered this area and look for a room to your right.

As you can see through the window, turning the valve lowers the water level in the next room. It, too, is only temporary. Hurry out of this room and back towards the water.

Hop over the edge to a walkway below and quickly run across it and up a flight of stairs on the other side of the metal door. The water will quickly flood the room again, killing you if you don't get off the walkway as soon as possible.

Pass through the checkpoint to the next area. Looks like you've interrupted some sort of gang fight between Thieves. You can join the melee, or you can ignore them and proceed to pull the lever and open the door to the left.

A cut-scene shows a Sarafan Guard being alerted to your presence, thanks to his vampire detecting armor. Before you can react, two more Sarafan Guards are dispatched to stop you. Hold the R1 button and press the L1 button during the scene, because you'll be under attack the second that control is returned to you.

After battling these two to the death, pass by the Glyph generator and look for a low rooftop you can jump and pull yourself up to. From here, you can jump up to a higher roof and then over to a longer roof.

In order to make the long jump to the parapet, you must use your Jump gift. Open the Relic before floating down to the courtyard beyond. If the lights below are flashing green, you've set off the Sarafan's alarm.

There are two Sarafan Guards ready to fight, so oblige them. Select Fury from your Dark Gift menu so that your Rage meter will fill as you block their attacks. As usual, target each Guard in turn and don't feed on one's blood until both are dead.

Look for a lever on the left side of the station doors. If the alarm is on, you'll have to silence it by pulling the lever. Otherwise, more Sarafan Guards will continue to emerge from the building.

After the coast is clear and the alarm has been silenced, turn the valve to open a gate into the next area. A checkpoint is immediately inside. The street ahead is blocked by a Ward Gate, so look for a fog-filled alley on the right. Activate your Mist power as you enter.

On second thought, it might be too much trouble to sneak up behind this lone Thief. Dispatch him face-to-face if you wish. The valve opens another gate to a courtyard where several bodies are strewn about.

A cut-scene shows Kain's encounter with an unknown vampire. Before you have a chance to learn his identity, the caped figure dashes off into the night. If you need to feed, there is ample blood in the bodies here. Otherwise, head up the stairs after him.

Continue following the vampire as he makes his way down the alley. Use the box to jump up to the roof, then jump again to a walkway. When the vampire reaches the windmill, you'll have to use your Jump power to follow his across.

You'll have to stop to take care of a Thief before you can continue the pursuit. After killing him, look for a rooftop straight ahead and use your Jump power to reach it.

Another cut-scene will play, as Kain criticizes the sloppy handiwork of the vampire. His mysterious friend promises that they will meet again [they will, in Chapter 6!]. The vampire then makes a high jump so that Kain is no longer able to follow.

Float down to the next area of the city where a checkpoint awaits below. The Ward Gate blocks your progress, so take a left turn down the street. At the far end, two Thieves think they've found easy prey. They thought wrong!

PUZZLE PRESSURE SWITCH

Look for a Relic on the other side of a Ward Gate. Someone forgot about the stack of crates on the left side. Jump and pull yourself up to the top, then jump over the top of the gate. Open the Relic and drain its energy before continuing.

Take the steps down into the sewer area. The gate up ahead can only be opened by activating a pressure switch. You've got to find something to trigger it. For starters, pull the switch in front of you and the metal walkway ahead will retract.

Move forward into the channel, then walk up the stairs near a small Ward Gate. Turn around and look for a crate on the other side. Jump and float over to it, then climb over to the other side. Use your strength to push the crate down into the channel.

Hop down into the channel and drag the block right below the small ramp where the metal walkway retracted. On the far side of the channel, turn the valve to fill it with water. The block will now start to float.

You've got to get back to the other side without falling in the water. Use your Jump power to clear the channel, then pull the switch to once again extend the metal walkway. The crate should be floating right above it.

Use your jump power to cross the water-filled channel once again. Turn the valve to empty the water. The block should now be sitting on the metal walkway. Pull or push it across until it falls into the indentation. The pressure of the crate will open the far door.

In the next corridor, you'll find a Glyph box. Pulling the switch will shut off the energy to the Ward Gates in the streets above: specifically, to the gate blocking your way to the Blue Lady Curios shop. Return across the channel and make your way back up to the street.

The entrance ramp to the Blue Lady Curios shop is around a corner on your right. Before entering the shop, take a left turn and look for a Relic on top of a pedestrian walkway. Open the door to the Blue Lady Curios shop and head to the basement. At long last, you've found sanctuary!

You'll lose control of Kain as he comes face-to-face with Vorador, the leader of the resistance. There's no love lost between them, but they have become allies by necessity. Word comes that Umah has been captured and is scheduled for execution. Vorador asks Kain to rescue her.

CHAPTER 4
UPPER CITY

Objectives

1. *Find the Bishop of Meridian at the Cathedral.*
2. *Defeat Marcus to free the Bishop from his mind control.*

Puzzles

1. *The Cistern*
2. *The Waterfalls*
3. *The Four Fountains*
4. *The Bells*
5. *Change Glyph Egg*
6. *Wall Switches*

"A Question of Faith"

Disguised as a nobleman to blend in with the populace, Kain takes a gondola to the Upper City. The Cathedral is clearly visible as the city's most impressive landmark, but you won't be able to just waltz inside to speak with the Bishop. The Sarafan Lord has imposed a curfew, and the numerous Sarafan Guards patrolling the area are looking for you. It is likely that Kain will also encounter more traitorous vampires aligned with the Sarafan.

RELICS: VI WEAPONS BOXES: I

Objective 1

Find the Bishop of Meridian at the Cathedral.

The Bishop knows of a secret passage to the Sarafan Keep where Umah is being held. Time is of the essence, as she is scheduled to be executed.

Pass through the checkpoint and up out of the gondola station. A pair of Sarafan Guards are standing watch in the courtyard to your left. They won't notice you if you don't approach them. Head to the right instead.

Since you're standing in the fog, you might as well use your Mist gift. Up ahead, a Thief kills an unarmed human. Return the favor by sneaking up behind him and performing a stealth kill. Follow the alley as it leads down stairs to a valve in front of a gate.

Before you can open the gate, you encounter an old "friend": the vampire Marcus. Seems like he is still a little perturbed that Kain once tried to kill him. He attempts to use his Dark Gift to control Kain's mind, but fails.

Unfortunately, his mind trick also allows him to read your thoughts. Now that he knows Kain is after the Bishop, Marcus will try to reach him first. Before chasing after him, you'll have to eliminate two Sarafan Priests who fell under Marcus' mind control.

PUZZLE THE CISTERN

Turn the valve to open the gate and continue moving forward through the tunnels. On the other side of a door, you'll find some sort of large cistern. Marcus has already made his way across, but you'll need to reposition the roundhouse.

Head to the right, up the stairs, and across a bridge into the control room. You'll have to battle three Sarafan Priests on your way. Once inside, turn the valve to spin the roundhouse in the center.

Make your way back to the entrance and walk over the bridge to the roundhouse. Turn the valve inside to spin the roundhouse so that it points to the opposite side of the room. Before exiting, look for a Relic down to the right.

Use your Mist gift in the next passageway to dispatch with the first Thief, then take the second one out face-to-face. Continue moving forward through the checkpoint and climb the ladder nearby.

A cut-scene shows Marcus conferring with some not-too-bright Sarafan Guards. He warns them to be on the lookout for you before heading off to find the Bishop. Turn the valve to open the double gate and enter. Vorador will contact you and tell you to be careful. He needn't worry.

You can use your Mist power in the fog to get past the Sarafan Guards unseen. On the other hand, if you need blood or a newer weapon, you might wish to engage them in combat. Either way, your goal lies at the end of the street.

There's no avoiding the last Sarafan Guard, as his armor has vampire detection. After dealing with him, pull the two consecutive door switches and pass through a checkpoint into the next area.

Two female Thieves await you, but they are easily dispatched. Pull the stone block away from the wall and drag it to the left. Jump on top of it and use it to jump to reach the ladder.

Climb up to the rooftop and get ready to battle another female Thief. When the coast is clear, float down through the open skylight.

Kill the Thief and feast on her blood, if necessary, before turning the gear that opens the double doors leading outside. Don't forget to open the Relic before leaving.

Your Jump power will help you cross the long distance to the open window. Wait for the cursor to turn red, allowing you to jump attack the room's occupant.

Inside the room with the fireplace are two Sarafan Guards itching for a fight. Battle them to the death and then open the Weapon Box nearby. Follow the stairs down until you reach a valve that opens a gate to the street.

Activate the checkpoint and make your way down the street. Although there is fog here, the first Sarafan Guard's vampire detection will alert him to your presence. If you kill him quickly and use your Mist power, you may be able to sneak up on the second two Guards at the far end of the street.

PUZZLE THE WATERFALLS

Stealth or no, you've got to pull the lever to open the door surrounded by the flags. Inside, you'll find another door leading to the courtyard. A Glyph box on the wall needs to be activated before you turn the valve to open the gate back to the street.

With the Glyph energy flowing, you can pull the lever next to the gate where the first Sarafan Guard emerged. You'll need to become invisible to do so. Take care of a second Guard and pull the lever to open another gate leading to a courtyard. As always, activate the checkpoint.

The waterfalls over the doorways might be considered a nice decorative touch...if you weren't a vampire whose skin will burn if you walk through them! Turn the valve near the waterfall to the left and the water will stop flowing.

Make your way across the courtyard and battle two Sarafan Guards: one below, and one up the steps. Use your Jump power to leap across the courtyard to the area above the waterfall you just deactivated.

Yet another Sarafan Guard is waiting for you up here. Use the Mist power to sneak up on him, or just have it out. Turn the valve beyond the statue to stop the second waterfall.

Make your way back down into the courtyard and walk through the opening. A valve inside will open the gate up ahead.

PUZZLE THE FOUR FOUNTAINS

Three Thieves emerge from the next gate. They must think there is safety in numbers. They thought wrong! Take them down one at a time as they come towards you, then open the Relic and continue on your way.

Another checkpoint means that you are about to face a puzzle. When you open the first gate, the second one closes. You've got to get them to stay open at the same time. First things first: kill the annoying Sarafan Guard so you can concentrate on the problem at hand.

A valve between the two fountains on the left seems like a good place to start. Turn it and the water will drain from the right fountain and fill the left one. Now you can jump into the dry fountain on the right and activate the Glyph energy box.

Cross the courtyard and turn the valve between the other two fountains. Once again, the water will drain from one to the other. Jump into the left fountain and pull the switch that has now been activated by the glyph energy. When you do so, a crate will land on the opposite side with a splash.

Turn the valve between the two fountains again. When the water is drained from the fountain with the crate, jump into it and push the crate forward until it stops.

Now move it so that it comes to rest in front of the gate. You can now turn the valve at the entrance to the courtyard to open the rear gate.

PUZZLE THE BELLS

Open the next door and descend to the checkpoint. Vorador suggests that Kain ring the church bells to fool the Sarafan into thinking it is time to change shifts. You'll have to battle three Guards before you can reach the tower, however, and they have detection armor.

Enter the building and, before heading up the stairs, push the crate forward. When you come to the first lever, ignore it and continue on to the second lever. Pulling it will raise the bell.

Now return to the first lever and pull it to ring the bell. Sure enough, a cut-scene shows the Sarafan opening the gates below. Now you can enter.

Head back outside and through the now-opened gates. Battle the Sarafan Guards or ignore them as you make your way across the bridge and to a service elevator on the right. Pull the switch to ascend.

The door won't open, but if you turn around you'll see an open window in the distance. Use your Jump power to reach it.

Open the Relic in the bedroom, then head down the stairs to face a Sarafan Guard near a large bookcase. The door behind him leads back outside.

PUZZLE CHANGE GLYPH EGG

After battling another Sarafan Guard, head down the stairs where two noblemen are discussing business. Look for a ladder in either of the two alcoves and climb it to the top. Turn the valve to raise the iron cage from a Glyph Egg on the left (just as it lowers a cage on the Egg to the right).

Climb or float back down to the ground level and pull the Glyph Egg out of the alcove, shutting down some of the Sarafan's searchlights. Pull or push the Egg towards the second alcove. Go back upstairs and turn the valve in order to raise the iron cage, then return and push the Egg into place.

The Glyph energy allows you to pull a lever and open the gate leading back into the street. Two Sarafan Guards try to make life difficult for you. Rid them of their lives, then cross the street and enter the door beyond the open gate near a tree. You'll activate a checkpoint as you walk inside the building.

A Guard runs down the stairs to greet you. Greet him with your blade in return, then head up the stairs and open the door leading outside. A cut-scene shows Marcus warning a Sarafan Guard of your presence. When control is returned to you, walk through the checkpoint and activate your Mist power.

You can sneak by the Guards using the Mist power and staying to the right side of the street. Open the Relic and take the stairs up to the next level. Turn to the right and follow the walkway until you come to a ladder on the side of the building.

Climb to the rooftop and then use your Jump power to leap through the broken stained-glass window to another tower. Open the door in the second tower and you'll pass through another checkpoint. Inside, a Guard is assaulting a defenseless human. Teach him a lesson, then feast on both of their bodies.

The fog here must not be good for the wood flooring, but it does help you sneak up on the Sarafan Guard undetected. Dispatch him quickly and make your way downstairs to the main room.

Two Guards are patrolling this area. Fortunately, there is a lot of room for you to battle them. When they rear back and their sword starts to glow, remember to jump left or right to dodge their attack. Look for a door in the corner that you can open and pass through the dining room to the library.

The armored individual who enters the room is a Sarafan Knight. He's a lot bigger than the guards you've faced, with a devastating two-handed axe weapon. Select Fury from the menu and use it against him after your Rage meter becomes full from blocking his attacks.

Your best bet is to block or dodge his attacks, then pick him up and hit him as he pauses to catch his breath. When he lowers his head, watch out! The Knight will charge at you like a bull, and you cannot block this attack. Instead, jump left or right out of his way.

When the battle ends, feast on the Knight's blood and feel free to take his axe. The Bishop's butler then appears and tells Kain that his master has fled to the Cathedral. He shows you the tunnel that leads back outside right in front of a checkpoint.

A single Sarafan Guard is here, but he can detect your presence. When he is slain, another Guard will emerge from the gate straight ahead. Take him down as you did his companion and pass through the gate to the graveyard area.

PUZZLE WALL SWITCHES

You'll encounter a Sarafan Priest under Marcus' control. Your vampire foe must be nearby. After dealing with this threat, look for a stone block that is covering a hole in the wall. Pull it out of the way and enter the next area.

More crypts and tombs litter the landscape, along with three or four Sarafan Priests. The fog can hide your presence if you activate Mist and hide in it, but you are better off just bringing the fight to them. When they've all been taken care of, enter the open crypt.

From the entrance of the crypt, push the stone walls on the far left, straight ahead behind the flame, and on the far right. The large door in the center of the left wall will open, allowing you to enter.

Head outside to another portion of the graveyard, where you will fight a pair of Sarafan Priests. Look for steps leading down between two pillars. Open the door and walk through the checkpoint. From the opulent look of things, this must be the Bishop's quarters.

Sure enough, as you head down the red carpet, you'll come face to face with the Bishop of Meridian himself. The old guy doesn't seem to be in his right mind. No wonder! He's under the control of Marcus, who steps out from the side room.

Objective 2

Defeat Marcus to free the Bishop from his mind control.

The Bishop isn't going to be able to tell you anything in his current state of mind. Unless you defeat Marcus, the old man will remain forever silent.

When Marcus takes off running, leave the Bishop and head after him. Turn the valve to open the gate and head to the left after him. Pull the switch to open the door to the building he has entered.

Climb the ladders after him until you reach the rooftop, then use your Jump power to follow him across to the roof and to a tower. Eventually, you'll catch up to him on the stained-glass windows adorning the roof of the cathedral. Unfortunately, it looks like you both have exceeded the weight limit.

Marcus becomes invisible, making him hard to locate. After regaining control of Kain, look to either side of the cathedral where you'll spot sets of gears. The levers in front of them will activate the church bells. Go ahead and pull one of the levers to ring them.

Quickly turn around and run back to the center of the cathedral. The sound of the bells will cause Marcus to become visible again, but only temporarily. You'll have but a few seconds to locate him.

Depending upon how quickly you reach him, you will be able to knock him down once before he is up and ready to fight again. When he regains his senses, you won't be able to block his powerful kicks, so run away!

Head for the opposite lever and pull it to ring the other set of bells. Once again, turn around and attack Marcus before he regains his senses. You've got to continue back and forth across the cathedral, ringing the bells and striking Marcus.

Eventually, Marcus uses his mind power to call two Sarafan Priests to come and silence the bells. Once control is returned to you, head past the altar and take a right turn up the stairs to the second level of the cathedral.

You should spot Marcus running around the periphery. If you are skillful enough, you may be able to run him down and land a few blows. On the other hand, he can turn invisible and strike at you. Maybe you should try a long-distance attack instead.

Look for the four balconies overlooking the first floor. When Marcus is on the other side of the cathedral, use your Jump gift and target him with the cursor. Press the Dark Gift button when your shadow turns red.

Kain will jump and attack, knocking Marcus down. When he comes to his feet, you can try to attack him before he runs away or calls for more Priests. If your health is low, you can also run away yourself to prevent him from striking you back.

Marcus will call more Sarafan Priests to aid him. They are armed with crossbows and will launch flaming arrows in your direction. Although Marcus is your intended target, you can't ignore the Priests either. They can wound and kill you from a distance.

Get in close to the Priests to fight them. They are the only source of health to be found during the battle with Marcus, so keep your Blood Bar filled by feasting upon their blood.

Continue attacking Marcus with jumps from a distance, lowering his energy. Eventually, he'll be too weak to run. Strike him with your claws up close and personal.

After you deliver the final blow, you'll watch as Marcus lands unceremoniously upon the altar. Kain will approach his body and absorb the vampire's Dark Gift.

Freed from Marcus' mind control, the Bishop of Meridian will provide you with passage to the Sarafan Keep. As much as you would love to stay for confession, you've got a job to do! Umah still needs to be rescued.

CHAPTER 5
SARAFAN KEEP

Objectives

1. *Locate the prison where Umah is being held.*
2. *Kill the nobleman Artemis.*

Puzzles

1. *Blow the Door*
2. *Drain The Pool*
3. *Open the Prison Door*
4. *Deactivate the Ward Gate*

"House of My Enemy"

With the Bishop's help, you have entered the Sarafan's Keep. This innermost sanctum of the Sarafan, normally reserved for the nobility, is swarming with Knights. It won't be an easy place to infiltrate, but if Kain doesn't find Umah quickly she will be executed (and her secret information will die with her).

RELICS: VII WEAPONS BOXES: III

Dark Gift

Charm

Charm gives you the ability to control weak-minded humans for a short time. It does not work on the Sarafan. Once you have activated it, aim the cursor at the victim's head. While controlling a human, pressing any button other than the Action button will return you to your own body.

Objective 1

Locate the prison where Umah is being held.

You have limited information regarding Umah's whereabouts. No doubt she is being guarded by high-ranking Sarafan soldiers, prevented from using her powers.

Vorador contacts you via telepathy immediately: He senses that Umah is being held in the upmost reaches of the Keep. Although Kain thirsts for revenge, Vorador warns him not to jeopardize the resistance by taking on the Sarafan Lord directly.

Walk through the checkpoint and float down into the courtyard below. A single Sarafan Guard is patrolling beyond the statue. You can use your Mist power to sneak up behind him in the fog before he spots you.

Take the Guard's sword, or one left lying on the ground outside the building. The door won't open from this side, but you can spot a human through the window. Time to use your new Dark Gift. Select Charm from the menu and target the human's head.

Press the Dark Gift button when the human is targeted, and you'll find yourself controlling him. Although your field of vision has been narrowed, you can still see the switch on the wall. Use the Action button and your pawn will open the door for you. Press any other button to free the man from your control.

Open the door and enter the hallway beyond, activating a checkpoint. The fog on the floor will help you dispatch a Sarafan Guard who appears in the intersection ahead. Look for a Weapon Box inside the room to the left at the far end of the hall.

Turn the valve on the machine directly across the hall from the room with the Relic. This stops the steam from covering the first doorway, allowing you to enter. Take the stairs all the way down to a room at the bottom.

PUZZLE BLOW THE DOOR

Before moving on, you've got to battle a solo Sarafan Guard on the upper level. Drop down to the lower level and look for a Glyph Egg. Push or pull it to the left of the large machine. It should come to rest near the hole in the machine's corner pipe.

Look for a lever on the other side of the machine, away from the barrel blocking the door. Pulling it will activate a large crane arm that places an unknown fuel source on the conveyor belt and into the machine.

Return to the upper level and pull the lever overlooking the large machine. When the machine heats up, flames will shoot from the broken pipe on the left. The Glyph Egg will explode, taking with it the large barrel that blocked the door.

Continue on your way, taking a right turn at the next intersection. A nobleman runs down the hallway, being pursued by a female Thief. She'll turn her knife on you. Kill her and look for a Relic in an alcove to the right at the far end of the hall.

Straight across from the Relic and down some steps, you'll find a lever to open the next door. Use your Mist gift to enter the room unseen. A checkpoint is straight ahead, but you'll have to leave the fog to activate it. Doing so will make you visible to the Sarafan Guard here.

If you stay along the edge of the room and head to the left, you can remain invisible for a while longer. Wait for the Guard near the fireplace to enter the fog, or else come out and attack him face-to-face. Pull the lever on the Glyph box before heading back into the first room.

You'll have to leave the fog and become visible to reach the door lever activated by the Glyph energy. Guess you have no choice but to fight the Sarafan Guard if you didn't already. Pass through the door into more fog and a checkpoint.

Look for a Guard up ahead in the intersection, and kill him while using your Mist gift. The fog ends here, so you'll have to face his companion while visible.

Before moving on, explore the area. A small room near the intersection contains both a Relic and a Weapon Box. This must be your lucky day!

PUZZLE DRAIN THE POOL

There's only one way to go: up the stairs to a balcony overlooking a pool of water. Jump down to the ground floor on your right, being careful not to get near the water. Walk around the right side of the room, jumping over an inlet, until you reach a Guard at the corner.

Kill the guard and climb the ladder to the next balcony. A valve here will stop the flow of water nearby, partially lowering the pool level. One down, two to go!

The next balcony has no stairs, so use your Jump gift to get there from the corner of this one. Upon landing, look for the second valve and turn it to lower the water level even further. You cannot reach the next balcony from here, so float carefully to the ground and walk towards it.

There is no ladder, but you can select your Charm power from the Dark Gift menu and target the human above. Under your mind control, he'll turn the final valve for you.

The water has now completely drained from the pool. You can ignore any further Guards patrolling the room. Instead, drop down into the pool. Look for the drainpipe and hop inside, following it to the end.

A Sarafan Guard with vampire-detecting armor meets you in the next room. Look for a discarded weapon on the ground if you need one. Head up the stairs and pull the lever to open the door to a fog-filled hallway.

PUZZLE OPEN THE PRISON DOOR

Activate the checkpoint at the intersection. Normally, you'll want to activate your Mist power whenever you encounter fog. Here, however, the Guard at the end of the hallway is able to detect your presence. No need for stealth: kill him and move on.

Another Guard attacks you as you open the door to the prison area. You can hear the tortured cries of the humans imprisoned here, but they are of no concern to you. Look for an open door on the left side of the second level of the cellblock across from where you first entered. A Relic is inside.

Climb the ladder on the left side of the guard tower. On the roof, you'll see a Glyph energy valve. Turn it to re-route the energy away from the Ward Gate protecting the doorway into the tower. The Glyph energy will flow to the exit door instead, activating a Ward Gate there.

Drop down to the second level and battle a Guard before entering the open doorway of the tower. Inside you'll find a switch that will open the exit door. Before you can leave the prison, you'll need to get back on the roof of the tower and turn the Glyph energy valve once again.

Take the elevator up to a large storeroom. Activate the checkpoint, and look for a Weapon Box on the right side. If you don't have a weapon, come back later after you've obtained one. If you need to feed, there is a human here for a light snack. As you leave, look for a switch inside a room to the left. Pull it to open the door at the end of the hallway.

As you enter the next door, a cut-scene reveals the location of the Glyph energy box that is tied into the Ward Gates preventing you from heading to the left or right. Straight ahead, you'll spot a Sarafan Knight standing in fog. Use your Mist gift to perform a stealth kill on him.

A second Knight patrols the ground floor near the tables. There is no fog present, so you'll have to kill him face-to-face. The room appears to be a dead-end, but as you wander around, you'll hear a voice.

Look up towards the balcony until you spot the human. Activate your Charm gift and target his head. When he is under your control, march him to the left and around the corner into a hallway.

The Sarafan Guard will ignore you. Keep to the left until you spot a Glyph energy box, and make the human pull the lever for you. Now return your mind to your own body.

Exit the meeting room and take a left through the deactivated Ward Gate. Nice mural. When you destroy the Sarafan Lord, you'll have to remember to have it repainted. Watch out for the pools of water in the next room; not to mention the large Sarafan Knight.

Activate the checkpoint after disposing of him. Follow the stairs down to the lower level, where you'll spot another Knight. You can run past him into the fog and then activate your Mist power, or you can forgo the sneaky business and just go at him immediately.

Back up to the pool area, look for carpeted stairs leading up and out of the room. A Ward Gate blocks your passage, but as you approach it, a woman beckons to you. She will deactivate the Ward Gate, but only if you first kill a nobleman for her.

Objective 2

Kill the Nobleman Artemis.

Normally, the life of a single mortal wouldn't be worthy of your attention, but the woman at the gate wants him dead. Although you dislike being used as an assasin, you have no choice.

The woman told you to look for a nobleman wearing blue. You spot someone matching that description in the fog-filled bottom level of the room with the pool, talking with a Sarafan Knight. Looks like he has a "bodyguard."

Take care of the Knight first. The cowardly nobleman may try to run away, but he won't get far. Although Kain doesn't know exactly how the man betrayed the Cabal, he does know that Artemis must die for the Ward Gate to be opened. Good enough.

With the deed done, return to the woman. She makes good on her promise to open the Ward Gate. As you head down the hallway to the right, a Knight appears in your path. Kill him, and then keep following the hallway until you reach an elevator.

On the second floor, a Sarafan Knight will attack. Fight him in the intersection where you'll have more room to dodge his charge attacks. Down a short hallway to the right you'll find a Relic inside a small room.

When you reach the balcony with the broken railing, use your Jump gift to cross to the other side. A switch on the left lowers a ladder to the ground floor, which will help you get back in a hurry if you fall. For now, continue down the hall and use your Jump gift to cross the top of the mural room.

You'll find yourself on the balcony where you charmed the human to pull the switch earlier. The Knight may have ignored the human, but he won't ignore you. Kill him and follow the balcony around the edge of the next room until you reach a door controlled by a switch.

After you activate the checkpoint, a cut-scene will show several Knights leaving the room below. A Ward Gate blocks the doorway on the second level, so float down to the ground floor and battle the remaining Knight.

Look for a Glyph energy box with a valve next to the door. Pulling it will turn off the Ward Gate upstairs, but it will also sound the alarm down here. Why fight the guards if you don't have to? Turn around and run to the ladder, passing through the now-open door upstairs.

Down below you'll spot a Knight guarding an elevator, along with a couple of his buddies who responded to the alarm. There is no fog to hide in, so you've got to take the fight right to them. Trade weapons and feast on their blood, if necessary, before riding the elevator.

Take a right turn into the tower and run up the circular stairs. At the very top, you'll spot a lever. It opens the door in the fog-filled hallway below, but only temporarily. Float down to the floor to make it through the door before it closes.

Use your Mist gift to kill the Guard at the end of the hallway. A nobleman and Knight are discussing business in the room ahead. You can make your way up the stairs to the balcony without being noticed. Pull the switch at the far end to open the bookcase below, revealing a secret passage. Now you've got to battle the Knight.

The passage leads to a second tower, but the gate at the end is locked. Fortunately, there is a human on the other side. Use your Charm gift to control him, then have him find and pull the lever in the room behind him.

Before leaving, head to the top of the circular stairs to find a Relic. There is also a second Relic under the stairs. Continue along the ground floor passageway to find it before exiting the tower through the hallway.

Activate the checkpoint and do battle with a Sarafan guard before pulling the switch. It opens a pair of doors leading to a large, fog-filled courtyard. As usual, activate your Mist gift before heading outside.

A cut-scene shows the Glyph Knight ordering his two lackeys to search for you. They won't find you in this fog! Sneak up on the one coming towards you from the right, then take the long way around the circular dome in the middle.

You'll have to become visible to kill the second Guard, but if you stay near the side of the building your battle won't attract the attention of the Knight. The lever near the Glyph energy box will re-route the energy away from the Ward Gate blocking the door.

Now you've got no choice but to face the Knight. He's well-armored and has a powerful uppercut move, but you'll be able to block his attacks. Select the Fury gift so that each block will fill your Rage meter. He'll be easier to take down with a few Fury strikes.

PUZZLE DEACTIVATE WARD GATE

Pull the switch to open the door and enter the room. Umah is being held captive, behind a Ward Gate. She refuses to divulge her information until you first help her escape. Problem is, if you turn the lever in the courtyard to re-route the energy away from the room, the Ward Gate outside will prevent you from entering.

Take a closer look at the statues inside the room. The one to the right, while facing Umah's cage, will glow as you approach. You can therefore use your power to grab it and move it away from the wall. When you do, a secret door on the side of the wall will open to the courtyard.

Head around the building to the Glyph energy box and pull the switch. The Ward Gate protecting Umah's cage will deactivate. Although you cannot enter the main door, you can get back inside through the secret door on the side of the wall.

Umah tells you that she will be able to transport the two of you back to sanctuary as soon as she is outside of the enchanted walls of her prison. As the two of you make your escape, Kain comes face-to-face with the Sarafan Lord!

The Sarafan Lord is armed with the Soul Reaver. Nevertheless, Kain's thirst for vengeance leads him to attack. Umah will have no part of it, however, using her power to transport you to safety.

Back in sanctuary, Umah tells Vorador that she found a portal being held open by the Nexus Stone. This stone is the only defense against the Soul Reaver, and was worn by the Sarafan Lord when he defeated Kain 200 years ago. Kain needs no persuading to go after it.

CHAPTER 6
INDUSTRIAL QUARTER

Objectives

1. *Infiltrate the industrial quarter.*
2. *Activate the gondola to reach the main factory beyond the dam.*
3. *Defeat Sebastian and recover the Nexus Stone.*

Puzzles

1. *Energy Re-direction*
2. *Start the Machine*
3. *Exploding Train*

"The Nexus Stone"

Somewhere, deep in the heart of the industrial quarter of Meridian, the Sarafan Lord is using the fabled Nexus Stone as a power source. It won't be easy to reach, but Kain knows that only the stone will help the resistance overcome the power of the Soul Reaver. If he is to recover it, he'll have to defeat another old friend turned traitor first.

RELICS: XI WEAPONS BOXES: 0

Objective 1

Infiltrate the industrial quarter.

A direct assault isn't likely to breach the strong defenses. Instead, Kain opts to start out in the workers' quarters.

PUZZLE ENERGY RE-DIRECTION

Head to your left and through a hallway until you reach a room containing two machines. Arm yourself by picking up a discarded sword in the corner.

In the next room, two workers are tending to another piece of machinery. Look for the Glyph energy box on the wall. First, turn the valve to direct the energy to the pipe on the right, then pull the switch to start the energy flowing.

Make your way back to the room you started in. You can now pull the switch to open the door on the other side. Don't go upstairs just yet, however. You'll need to first go back to the Glyph energy box and turn the valve to direct the energy to the left pipe.

In a room upstairs, you'll encounter a Sarafan Knight. Take care of business, and don't forget to open the Relic box in the corner. Having re-routed the Glyph energy, you can now pull the switch to open the next door.

Continue upstairs and activate the checkpoint in the bathing area. The next section is off-limits to workers, but then again, you're no worker. Pull the lever to open the door and get ready to do battle with a Sarafan Archer. After killing her, pull the lever inside the room to lower a ladder.

Objective 2

Activate the gondola to reach the main factory beyond the dam.

The Nexus Stone is located in the main factory area. You cannot get there on foot. The only access to the main area is via gondola.

Upstairs you'll find a Relic. Open the door and activate the checkpoint on the other side. As you approach the edge of the roof, Vorador contacts you telepathically. He tells you where the stone is supposedly located, and warns of the presence of another vampire.

When control is returned to you, auto-target and attack the first Sarafan Archer right in front of you. Her companion will come to her aid. Battle the two of them, feasting on their blood if need be, before heading to the far side of the structure.

The locked door is controlled by a Glyph energy box. Use the right stick to look down and you'll see it below. Getting down there is easy enough; just float off the edge. It's getting back up that will be the problem.

Another Sarafan Archer guards the Glyph box. Dispose of her and pull the lever. Now you've got to find a way back to the top of the structure. Look for a ladder leading up to a platform. You'll find a discarded double-bladed sword near a human up here.

Turn and jump to the large stack of boxes, then use your Jump gift to make it across to the next stack. A Relic can be found where you land. Look for boxes stacked like a pyramid and hop to the top. Face the structure and use your Jump gift to make a final leap back over to it.

Open the door at the far end of the structure. A cut-scene shows the location of the Glyph box you'll need to activate. Use your Mist gift to remain invisible as a Mercenary chases a human worker out into the hallway. Sneak up behind him for a stealth kill, then go activate the box.

Another Mercenary will emerge from the second pub area if he sees you walk by. Stay invisible, or be prepared for a fight. If your weapon is getting worn, look for a two-handed sword in a small room nearby. Now pass through the door that you opened with the Glyph energy.

PUZZLE START THE MACHINE

Activate the checkpoint and stand on the metal platform to ride the elevator down. You'll emerge on a balcony overlooking what appears to be a large engine. Float down to the ground level and look for levers in each of the four corners. Pull them all to prepare the machine.

Take the ladder back upstairs and make your way down either side, attacking the Sarafan Archers. Get in close to prevent them from shooting flaming arrows at a distance. When they've been eliminated, look for a switch at the far end. Pull it to turn on the machine.

Float back down to the conveyor belt below. The machine is filling up Glyph boxes with energy. Wait for one to be filled, then stay on the belt and follow it through an opening out of the room.

Jump off the belt and look for a Relic in the next room. An open doorway leads outside to the gondola area. A cut-scene shows two ignorant workers accidentally igniting an explosive device. Lucky for you, the blast knocks down the large iron door (and much of the wall).

Enter the room, where you'll do battle with a pair of Mercenaries. Head up the ramp and around the wooden walkway until you see the checkpoint next to a machine. Pull the lever to call the gondola, then walk through the checkpoint and open the door.

Hop inside and the gondola will automatically ferry you to the main factory area. Walk through the checkpoint and climb the ladder to the next level. Watch your step: it is a long way down! You'll have to battle an Archer on the narrow ledge to reach the next ladder.

You'll find yourself on another narrow walkway, with more Archers. Get in close and battle them to the death, as you cannot block their arrows. At the far end, there is a lever which opens a door to the factory.

Through the checkpoint and up the ladder you go. A Sarafan Knight attacks you before you can cross the metal walkway through the waterfalls. After defeating him, you'll have to deal with a second Knight in the center area. Open the Relic before moving on.

Pull the outside lever to call an elevator and the inside lever to ride it upwards. Open the door at the top and head left through the checkpoint. Use the fog up ahead to help battle the Mercenaries. The platform on the far end will automatically take you down when you step on it.

Look for a Relic at the water's edge. Don't be too quick to open it! Two Sarafan Guards will be alerted to your presence by their vampire detecting armor. Take care of business first.

At the end of the walkway you can use your Jump gift to cross the water. Follow the path up the stairs, under a waterwheel, and down to the end where you'll come to a door (and a Mercenary).

Activate the checkpoint and follow the fog into a room where a Sarafan Guard is patrolling. You can use the Mist gift, but he can still sense your presence. Kill him and pull the lever to open the door into the next room.

A lever in an alcove at the far end of the hall will open the steel door and change the direction of the conveyor belt. Hop onto it and ride it into the next room.

This time you'll want to use your Mist gift as you enter the fog beyond the checkpoint. There are two Mercenaries and a Guard patrolling amidst the giant kettles. If you can take one or more of them out without being seen, it will make things go easier.

Pull the lever to open the exit door. The lever in the next room is broken, but you can see humans through the large glass portal. Target one of them with your Charm gift. Walk them over to the explosive devices near the portal and pull the handle. The resulting explosion will break the portal glass, allowing you to enter.

It will also blow a hole in the wall leading outside. Walk up the hill into the mine area. A short passage to the right contains a Relic. The passage to the left leads to a door back into the factory, where two guards are talking with a traitorous vampire.

The door lever is broken, so Charm one of the humans inside and make him or her let you in by pulling the lever from the inside. Use the fog to sneak up on a Mercenary at the first corner.

A Sarafan Guard wielding a double-bladed sword is your next foe. At the far end of the hall you'll find a discarded two-handed axe. Take it if you need it, then pull the switch to enter the next room.

The steel door to the conveyor belt is closed. You'll have to use your Charm gift on the human you can see on the other side of the large glass portal. She can pull the nearby lever to open the door, allowing you to ride the belt through.

Use your Mist gift to remain hidden in the fog as you approach the Mercenaries straight ahead. Battle your way through them, then open the door on the right. Pull the lever next to the portal window once inside.

Charm a human on the other side of the glass portal and have her walk across the unmoving conveyor belt. Pull the lever on the wall in the next room, then return control to Kain. He can now walk over the conveyor belt.

Look for two Mercenaries who need to be taught a lesson. If you are looking for a Relic, one may be found over the unmoving belt in a room where you charmed the human. Leave the room through the open doorway and pull a lever to open the door ahead.

You'll encounter two more Mercenaries in a room filled with debris (and fog). Whatever you do, don't pull the switch on the explosive device here. Walk into the office and Charm one of the humans. You can get him to do your dirty work instead.

The explosion will break the glass portal and clear the debris out of the hallway, allowing you to reach an elevator at the end. Stand on the platform and ride it up. Take advantage of the fog in the next room by using your Mist power. There are a handful of Mercenaries and Guards you'll need to deal with.

Look for a ramp leading to a balcony. More mist means another chance to sneak up on a Mercenary. Or take him out the old-fashioned way. The switch at the end will open a door directly beneath you. Open the Relic, then float down and walk through the open door. You'll activate a checkpoint as you enter the next room.

Charm the human on the other side of the glass portal and get her to pull two different switches. The first is located in the same room she is standing in. The other is through a doorway and on the right wall.

Walk over the motionless conveyor belt, then hop on the moving one. Through the large glass portal you can see two humans inside, along with a Mercenary. Use Charm on one of the humans, and have him or her pull the lever near the portal to stop the belts.

Before releasing the worker from your control, have the human search the control room for a lever lit by a green light. Pulling it will open up the metal doors covering the tracks and start the trains moving again.

PUZZLE EXPLODING TRAIN

Leave the room and backtrack to the room with the last checkpoint. The door you came in is now shut, so walk across the conveyor belt into the control room. After battling a Mercenary, pull the other two levers.

Head back outside to the main room and look for two open doorways on the ground level near the ramp to the balcony. Inside you'll find a large metal platform. Stand on it and pull the lever in the corner to be brought upstairs.

Turn the valve in the left corner as you get off the elevator, then follow the stairs up to the next level. You'll encounter another Mercenary near the tracks. The trains are not running, however, and their paths are blocked.

Approach the two octagonal metal bumpers. Pull the one that is on the track away from the track. Push the one that is off the track back onto the track.

Pull the lever on the large machine at the end of the room. The train will start to run down the track until its progress is blocked by the bumper directly beneath a flame. Within seconds, the flame will cause the train to explode, breaking a hole in the wall.

Walk through the checkpoint and activate your Mist gift as you enter the fog. A Mercenary and Sarafan Guard are standing up ahead. Kill them and use your Jump gift to cross the chasm.

Watch out for a Mercenary to attack you on the other side. Follow the tunnel until it reaches another part of the factory. You'll find a Relic in the corner of the office straight ahead. Open it and walk down the steps through the checkpoint.

Objective 3

Defeat Sebastian and recover the Nexus Stone.

The Nexus Stone is guarded by the vampire Sebastian. It was Sebastian who helped engineer Kain's defeat at the hands of the Sarafan Lord 200 years ago, and it is he who has been charged with preventing Kain from obtaining the stone now.

The circular platform in the center of the room will raise up when you stand on it. You'll temporarily lose control of Kain as he finally reaches the Nexus Stone. Before he can steal it, he'll have to face an old foe; the vampire Sebastian.

Remain in the center of the room, auto-targeting Sebastian, to avoid the steam coming from the sides. Block his series of five attacks, jumping out of the way if you see him start to glow red.

Fill up your Rage Meter by blocking his attacks and then hit him back with your Fury gift. If he misses his attack, you can grab him and throw him against the walls into the steam.

When Sebastian gets burned by the steam, he'll scream in pain. This is your cue that he is about to charge towards you. Dodge out of the way at the last second, and continue to block his further attacks. Hit him back with Fury as soon as it is charged.

After he has taken some damage, Sebastian will start running clockwise around the edge of the room. You'll have to get off the center platform, as electricity will fry you if you remain. Get between the steam blasts and move with them counterclockwise, keeping an eye on Sebastian.

When Sebastian announces that he is coming for you, the steam will stop. You have only seconds to position yourself so that Sebastian is on the other side of the electricity. He'll leap towards you, contacting the energy bolt instead. Repeat this process until he is struck three times.

Sebastian will then raise the platform back up to the Nexus Stone, and he'll start attacking the stone itself. Apparently, he is intent on blowing it up and killing the both of you! Step back and jump up to the platform.

The "mighty" Sebastian isn't willing to fight you directly. He'll jump down to the floor below and start taunting you. Use your Charm gift to target the human in the control room, making him pull the lever on the right that starts the steam up again. Burn, baby, burn!

After taking damage from the steam, Sebastian jumps back up to the platform. He's not running anywhere now! Attack him repeatedly, or throw him back into the steam to cause him even more damage.

When the traitor is dead, you will absorb his Dark Gift and take the Nexus Stone. Without its power, the machinery explodes, knocking you unconscious. Could this be the end for Kain?

CHAPTER 7
THE CANYONS

Objectives

1. *Make your way to the Seer's abode.*

Puzzles

1. *The Water Wheels*
2. *Timed Door*
3. *Ride the Rail*
4. *The Crane Game*
5. *Deactivate Gate*

"Wild Places"

Even though Kain has recovered the Nexus Stone, the Sarafan Lord has a back-up power source. Kain needs to learn more about the ancient device that has lain dormant beneath Nosgoth for many centuries. Vorador instructs him to visit the Seer, who owes him a favor. It is rumored that this Seer has the information Kain seeks, but she lives beyond the canyons populated with demonic creatures.

RELICS: XII WEAPONS BOXES: II

Dark Gift

Berserk

Like Fury, Berserk can only be used once you have filled your Rage meter by blocking an opponent's attack. When Kain glows red, auto-target your enemy and press the Dark Gift button. He'll unleash a flurry of blows with his weapon or claws, knocking the enemy to the ground in slow-motion.

Objective 1

Make your way to the Seer's abode.

The Seer isn't the most social of creatures. She lives far from the city, past a wilderness that only smugglers and mercenaries dare to cross. Rumor has it that she has also created giant bug-like Creatures to kill any who dare trespass upon her lands.

Walk up and out of the mine area until you reach the edge of the cliff overlooking the gate. Float down to the ground. Don't approach the Knight at the gate, but look for a torch-lined passage into the caverns on the other side of the road. It's directly behind a Relic.

Ignore the humans at the campfire and activate your Mist gift as you enter the fog. Two female Smugglers are here. You can eliminate them both with a stealth kill. Take one of their swords before following the passage across a bridge and through a checkpoint.

The female Smuggler ahead will throw knives in your direction. You cannot block them, so run in close and engage her in hand-to-hand combat. When your Fury meter is full, you can use your Berserk gift, unleashing a deadly flurry with your weapon.

PUZZLE THE WATER WHEELS

Jump and pull yourself up to the next ledge. Enter the tunnel and follow it all the way to the end where it overlooks a waterwheel. Float down to the ground and be prepared to battle a group of female Smugglers near the fire below. When they leap backwards, be prepared to dodge their attack.

Walk up the steps to the porch of the structure on the right and Charm the human inside. Have him walk to the top and pull a lever, which re-directs the flow of water to the other wheel.

Back as Kain, head up the wooden stairs to the far right. You'll find a crate at the top that you can push under the open iron gate. Now float back down to the ground and once again Charm the human inside the building.

Walk him up to the top and pull the lever to re-direct the water. The buckets are now moving once again. As Kain, jump on top of one of them and ride it upwards, turning around to jump over to the wooden platform.

Follow the walkway around to the top where the iron gate is now open. Activate the checkpoint and then carefully jump and float from stone to stone so as not to get wet.

On the edge of the rocks, use your Jump gift to reach a scaffold to the left of the main gate. Open the Relic before continuing inside. If you take the stairs all the way to the bottom, you'll find another Relic guarded by a Sarafan Archer.

Take the stairs to the top and open the door to the cell area. A single Sarafan Knight is easy prey. There is no reason to pull the levers to open any of the cell doors, unless you need to feast on the shackled humans therein.

Exit the cells through the back door, and follow the stairs to the ground floor. Activate the checkpoint and pull the lever to open the main gate. Now exit through the double doors leading back outside.

Now you've got to take care of the Sarafan Knight. You'll lose control of Kain as he automatically heads through the next gate. The Archers are the immediate threat, so get in close before they strike you with their flaming arrows.

Take the two ladies down and then head for the fog, activating your Mist gift as you reach it. Eliminate the Knight with a stealth kill, then walk up the steps and enter the building next to him. You'll have to go all the way to the top to find a Glyph energy box.

Race the energy back outside, pulling the lever to re-route it away from the alarm and towards the lever that will open the next gate once you pull it. Walk inside, activating a checkpoint.

As you approach the peddler's wagon, two female Smugglers attack. Wipe them out, the continue following the road. Up ahead, another female Smuggler will knock down the bridge, preventing you from following the lead wagon.

That's what she thinks! Use your Jump gift to get across the water and have it out with her. Go after the lead wagon, but watch for falling rocks! If you see a shadow in your path, veer around it as you head for the cavern exit.

Kain barely makes it out before a rockslide buries the exit to the cavern. Activate the checkpoint and then look for a Relic tucked away behind a rock formation to your right.

Smugglers attack the cart as you approach. One of them is hiding behind a rock, and he'll attack you with his saber. Kill him and the rest of his band before climbing the ladder to the top of the wagon.

From here, you can use your Jump gift to reach the cliff side. Open the Relic and jump and pull yourself up to the next ledge. Use your Jump gift one more time to cross the large gap and land in the fog.

Use stealth to kill the nearest Smuggler with her back to the fire. When her companion becomes alarmed, you can wait for her to enter the fog or become visible again to battle her face-to-face.

Look for an entrance in the side of the mountain and follow the passageway as it drops down steeply. When you see the rope and pulley, float down into the hole and walk through the checkpoint.

PUZZLE TIMED DOOR

You've stumbled across some sort of smuggler's warehouse. There is a Relic to the left. Straight ahead, at the edge of the fog, two Smugglers stand guard. You'll have to leave the fog and become visible to battle them.

Make your way around a stack of crates in the back of the room, heading to the left, until you encounter one more female Smuggler. She shouldn't give you too much trouble. Look for the caged elevator nearby and pull the handle to ascend.

On the far right side of the next room you'll spot a human inside a locked room. Use your Charm gift to possess him, and have him pull the nearby switch. This will open the adjacent cell door, allowing the occupant to run out.

Back as Kain, move to the next window and possess the second human. Walk him up the steps and pull the lever to open a steel door. Walk through the door and have him turn the valve to lower a ladder into the main room.

Before you can reach the ladder, you'll have to do battle with a Smuggler. Kill him and climb to the upper level. Take a left turn and pull the lever to open the steel door. Run down the walkway towards it as fast as you can, as it will close momentarily.

Pull the handle to open the next door and walk through the torch-lined tunnel to a checkpoint. Looks like you've reached the woods. Float down off the rocks and walk towards the wagon straight ahead.

A cut-scene shows a Knight being stalked and killed by a flying Demon. When control returns to you, block the Demon's attack. Pick up the Knight's axe if you need a weapon. If you see the Demon rear its head back, dodge left or right quickly. Its venom is deadly!

Continue down the road towards the next wagon. A Relic is here, but don't take the bait! A Demon will attack as you approach it. Dodge its venom and block its claws. Use Fury or Berserk attack when your Rage bar is full. Don't be squeamish about sucking the blood from its body after you've killed it.

There is a Weapon Box on a hill to the right of the path near a web, but there is another Demon nearby. Continue down the path until you reach the checkpoint in the tunnel. A gate will close behind you just as one opens up ahead. The shackled humans are here for you to feed on if needed.

Up ahead, two Sarafan Knights are on the losing end of a battle with two of the Demons. The bugs have saved you the trouble of killing the Knights yourself, but now you'll have to deal with them instead. Auto-target one and then the other.

Feel free to feast on any of the bodies you find, as you definitely need your full strength. Look for a Relic behind the web in the tree ahead on the left. Nothing you can do for the blokes caught there.

Another Demon attacks as you follow the path. As you come to the locked gate, you'll spot a Knight and Demon locked in mortal combat. They're too busy to bother with you, so enter the doorway on the left into the flame-filled room.

PUZZLE RIDE THE RAIL

Carefully jump and float across the gaps as you make your way up the stairs to the top. Open the door and cross the walkway into the next building. Inside, you'll want to head down to the very bottom and exit through the double doors to the outside.

Before figuring out how to activate the railroad, pass through the checkpoint and take care of the single Demon hovering nearby. Walk up the set of steps closest to the gate where you entered and turn the valve.

Head towards the shack on the right. Charm the human through the window, making him pull the lever on the machinery inside. This starts the train running around the loop.

PUZZLE THE CRANE GAME

Walk up the hill behind the shack and hop on top of the roof. From here, use your Jump gift to reach the windmill structure. Open the Relic and then turn the valve to redirect the train towards the tunnel. Float down to the ground and a cut-scene will show Kain climbing aboard.

This next area is quite large, and there does not appear to be any exit. Kain will have to figure out a way to get through it by utilizing the available machinery. When control is returned to you, activate the checkpoint, then look for the control panel behind a wagon ahead.

The three levers correspond to left, up/down, and right, respectively. Pull the left lever to move the crane towards the rock pile. Pull the center lever and the crane will pick up a stone. Now pull the right lever and the crane will move back to its starting position over the conveyor belt.

Pull the center lever to drop the stone, and head for the conveyor belt. Pull the lever at the Glyph box to start the energy flowing and the belt moving. Once the rock is pulled into the hole, pull the lever to re-direct the energy to the door on the side.

Run through the door and turn the valve on the wall to direct the energy to the second conveyor belt. Walk to the corner, and when you see the rock approaching, pull the lever to shut off the power to the furnace before the rock enters it.

Walk around to where the rock has emerged on the conveyor belt. Once again you'll spot a control panel with three levers. Pull the left lever to move the crane, pull the center lever to pick up the rock, and pull the right lever to return the crane to the right side.

When you pull the center lever, the crane will drop the rock directly on top of a Glyph Egg, causing an explosion that topples the crate onto the outside wall. Look for a Relic in the corner of the courtyard before heading through the broken wall.

After Kain kicks the worker, mumbling something about the seer, activate the checkpoint. A Demon appears from up ahead. Battle it and make your way up the hill, following the tracks. There's a Weapon Box to the left beneath a giant web.

Destroy another Demon you'll encounter before reaching the water's edge. Use your Jump gift to cross the edge of the water, then jump and pull yourself up onto the next two ledges. Unless you need blood, ignore the humans at the campfire and follow the path.

PUZZLE DEACTIVATE GATE

Use your Jump gift to cross to the rock formation near the waterfall. You'll activate a checkpoint as you land. If you need blood, or a weapon, take it from the dead Knight here. There's another Demon in front of the door ahead. Kill it before turning the valve and running through.

The door will close behind you. Get ready to battle a Demon as you hop down to the ground. A second Demon will join in the attack after it kills the defenseless human. Dodge their venom attacks and unleash a Fury or Berserk attack when your Rage meter is full.

Look for a wooden structure to the right of where you entered. Climb the ladders to the top level and use your Jump gift to reach an opening on the main building across the way.

Climb the stairs to the top for a Relic, then float or walk down to the bottom. A cowardly human has locked himself into a cage with a Glyph box. Possess him with your Charm gift and use him to pull the switch.

It's a race! Make your way back up the stairs and look for a valve on the wall. Before the energy arrives, as you see it come up from the floor, turn the valve to divert the energy to the pipe on the right.

Stand in the opening and use your Jump gift to cross back to the wooden structure. As soon as you land, walk to your left and turn the valve as the energy approaches the corner. Now you've got to beat it down to the ground floor. Float to the bottom or run down the stairs.

When you see the energy coming down from the ceiling, turn the valve to direct it through the pipe on the right. If you fail to activate any of the valves before the energy passes through them, you'll have to start over from the beginning.

With the energy flowing to the Ward Gate control, you can now pull the lever and deactivate it. A Sarafan Knight and a Demon are having it out with each other up ahead. Might as well leave them alone, passing by on the left and following the path through a tunnel.

Activate the checkpoint and take care of the Demon straight ahead. When it is dead, you can explore the area. You'll find a Relic box near the wishing well, and a lot of dead Demons littering the ground. Don't let their blood go to waste!

You've found the Seer's abode, so open the door and enter. A cut-scene shows Kain asking her for information. She reveals that he'll need to drink her blood to gain the ability to manipulate objects. He'll need this Telekinesis gift to enter the device.

Without warning, the Sarafan Lord appears. The Seer hurriedly transports Kain to the entrance to the device. Call up your Dark Gift menu; you now have Telekinesis. Select it and activate it by pressing the Dark Gift button. Target the green symbol above the door and press the Dark Gift button once again.

Enter the building and follow the path to an elevator that will lower you to the center of a large vault. You'll lose control of Kain as he converses with the demon being held prisoner. It tells you to seek out the ancient race who built the device: one of them is being held in the Eternal Prison to the far north. Pack your bags!

CHAPTER 8
ETERNAL PRISON

Objectives

1. *Find the prisoner.*
2. *Defeat the insane vampire to escape.*

Puzzles

1. *Hanging Containers*
2. *The Cell Block*
3. *Rebuild the Bridge*
4. *Free the Prisoner*
5. *The Maze*

"Bad Blood"

Far to the north there exists a place where time itself is frozen. Inside this prison, tortured souls spend eternity contemplating the evil deeds they have done. Kain must enter and reach one special inmate; a member of the species who built the device the Sarafan Lord is trying to activate. He won't be a welcome guest, however. Not only are the prison Wardens hostile to visitors, but there is a mad vampire trapped within the walls.

RELICS: XII WEAPONS BOXES: I

Dark Gift

Telekinesis

The Telekinesis gift is similar to Charm. After selecting and activating it, use the left stick to move the circular cursor to the desired target. Unlike Charm, Telekinesis works primarily on inanimate objects, such as the green Glyph Seals that act as locks.

Objective 1

Find the prisoner.

Kain needs to learn more about the device resurrected by the Sarafan Lord. The prisoner from the ancient species should know how it works and how it can be destroyed.

Follow the mountain path until it comes to the edge of a cliff. Watch your step near the edge! Use your Jump gift to cross the chasm to the island ahead.

The door is shut, but directly above it you'll spot a special symbol. Select Telekinesis from your Dark Gift menu and target the green Glyph Seal. Your mind power will unlock the door.

As you enter, the doors will close behind you. A prison Warden appears ahead and reveals the nature of the prison. No pets and no visitors are allowed. You aren't going to let a warning like that stop you, are you?

When the Warden disappears, climb the steps behind the throne and then jump and pull yourself to the very top. Turn to the left and use your Jump gift to reach the second floor.

Head to the left and look for a small outcropping. From here you can use your Jump gift to reach the other side of the room. Climb the tall ladder to the next level.

Use your Jump gift to cross the broken steps. A double-bladed sword is on the ground next to a Relic. Walk to the right and jump and float over to the doorway surrounded by blue flames. Inside, you'll find a checkpoint to activate.

Float down through the hole in the floor and get ready to do battle with some Spiders. They don't have a powered-up attack to worry about, but they are nimble and can quickly surround you.

Exit the room into a large area where a vault has fallen, creating a hole in the floor. Look for a doorway leading to a smaller room with a switch on the wall. Pulling the switch will raise the vault, but it will also open the cells and let two Spiders out.

Take the axe if you need it, and venture back out into the main area. If you don't feel like dealing with the Spiders, you can simply float down through the hole in the floor. You'll find yourself in a room full of clocks. Once again, a Warden appears and asks you to leave.

Before you can respond, a second Warden activates some sort of warp and transports you away from the prison. Jump on the rubble and climb up out of the pit. You'll activate a checkpoint as you head for the door.

You'll spot another island formation in the distance. Use your Jump gift to reach it. Your Telekinesis gift will release the lock and open the door.

Battle the two Spiders inside the room and use your Telekinesis power to open the back door. You'll find yourself on a walkway facing yet another island formation. Once again, use your Jump gift to get there, and your Telekinesis to open the door.

Two more Spiders will attack you inside. Open the rear door with Telekinesis and make your way across the stone walkway to the next island formation. A Warden will appear in your path. No more warnings: this time, he'll attack with his scythe.

When he disappears, keep holding the Auto-targeting button. His glowing eyes give him away. When they stop moving, he is about to become visible again. Get ready to block his attacks, and strike back when he pauses. Use Berserk or Fury when your Rage meter is full.

Like most other enemies, he will strike four or five times before tiring, allowing you to strike back. Unfortunately, you cannot take his scythe, but you can feast upon his blood after destroying him.

Walk down the steps back into the room with the clocks. An axe and a Relic are sitting on the floor near the entrance. Approach the rotating sculpture in the center of the room and pull the lever on the side of it. The opening in the side wall will change places.

Exit the clock room and walk down the steps through a checkpoint. Using Telekinesis on the Glyph Seal ahead will cause a staircase to form from the rubble. Wind your way up all the flights of stairs until you come to a doorway at the top. Kain will automatically enter.

You'll find yourself transported to a circular structure floating in limbo. Walk through the checkpoint and make your way over the rings towards the center. Jump over to the center ring, grabbing the large sword on the ground outside. Enter the center building and pull the switch.

From the look of it, you've activated the ancient machinery. Jump back over to the next ring and look for a platform floating directly in front of you. You can jump and grab the edge, pulling yourself up on top of it.

Turn to the left and make your way to the end of the platform. Before you reach the end, a Poltergeist will materialize in front of you. Kill it and use your Jump gift to reach the higher platform ahead.

You'll have to deal with another Poltergeist as you cross the platform. Despite its supernatural nature, you can still suck blood from its body after defeating it just like any other creature. Once at the end of the platform, use the Jump gift to reach the next one.

PUZZLE HANGING CONTAINERS

Continue making your way up the spiral of platforms, Jumping from one to the other. You can ignore the lost human souls. Activate the checkpoint you encounter, and always be prepared to battle more Poltergeists. You'll also find a discarded sword and a Relic.

Watch your step! Even if you don't accidentally fall into the abyss, you'll have to Jump all the way back to the top if you slip. Eventually, you'll find yourself at the very top of the rings. Use your Jump gift to reach the structure floating in the center.

Kain will automatically walk through, finding himself transported into another part of the prison. Activate the checkpoint and step into the room. As you do so, the nearest metal containers will fall, revealing their contents: two lost human souls, two Spiders, and a Relic.

After taking care of the arachnids, jump on top of the containers and use your Jump power to reach the balcony. Look for a switch on one of the columns: pulling it will lower the second set of metal containers.

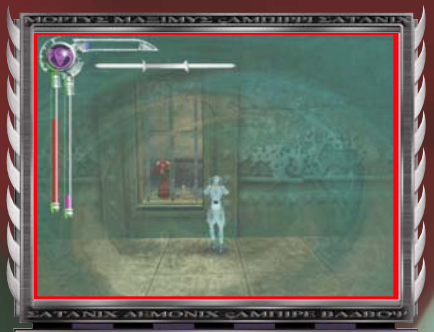
Jump off the balcony onto the containers, then hop to the top of them. Look for the highest set of containers and jump across to the lower corner. Hop to the top and use your Jump gift to reach the top floor balcony.

Look through the center door near the discarded axe. You can Charm the lost soul inside. She isn't pretty, but she'll do the job. Have her pull the switch inside to open the door, allowing you to enter.

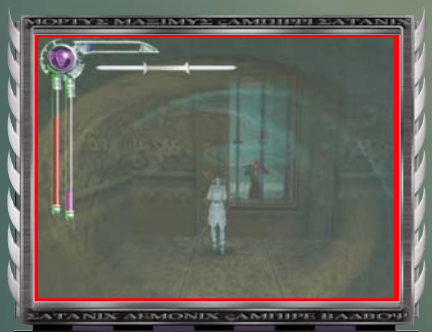
PUZZLE THE CELL BLOCK

Pass through the broken wall and activate the checkpoint. On the wall straight ahead you'll spot a Glyph Seal above three closed cells containing Spiders. Use your Telekinesis gift to activate the symbol. A stack of metal containers will be lowered. At the same time, the Spiders will be set loose from their cells.

Look for a ladder leading up from one of the cells, or else simply climb up on top of the containers and jump over to the second floor. Up here you'll find a series of cell doors, each with a lever on the outside to open them. Some house prisoners, others contain only discarded weapons.



There is a ladder leading up and out of the center cell on one side of the room. You'll be trapped behind the door when you climb to the cell above, so use Charm on the soul outside and get her to pull the lever and let you out.



One of the end cells on this next level contains a Relic. At the opposite end, you'll spot a ladder through the cell doors. Charm the soul inside, and when she pulls the lever to open the door for you, come on in and head up the ladder.

Leave the cell and look for a lever on an overlook. Pulling it will lower another set of containers. Move to the side of the balcony and float down to the balcony below. From the center walkway, jump to the suspended containers.

On the top of the containers, use your Jump gift to reach the balcony on the other side. Pass through the checkpoint and enter the open doorway beyond. Follow the passage around the corner and into the next room.

Make your way up the flights of stairs until you reach the top level. One side is open; use your Jump gift to reach a Relic. The other side has a locked gate. Charm the soul inside and have her pull the lever to open the gate. Take the double-bladed sword lying outside before entering the room.

As you enter, gates close off both exits. Worse, two Wardens materialize in front of you. Auto-target them and follow the movement of their glowing green eyes when they turn invisible. When they turn visible again, immediately begin to block their attacks and hit back when they pause.

Defeat the two Wardens and feast on their blood. If your Blood Meter is still a little short, kill and suck the blood of the human as well. You can only exit in one direction. Immediately ahead is a door that you'll need to open by using Telekinesis on the Glyph Seal above.

PUZZLE REBUILD THE BRIDGE

Pass through the checkpoint and be prepared to battle a Warden who appears ahead. At the water's edge, use Telekinesis on the Glyph Seal on the other side. This will create a warp that rebuilds the bridge, but one that also seals the exit.

Cross the bridge and pull the lever located on the opposite side of the Glyph Seal. You'll cause the large suspended container to move away from the top of the bridge. Now head back across the bridge and use Telekinesis on the Seal.

The container will fall once more, but this time it will land in the water. The exit door will also be restored. Now you can cross the bridge safely and pass through the open door (and then a checkpoint) on the other side.

A cut-scene shows an inmate and two Wardens being taken out by a psychopathic vampire. He's got a burning stove attached to his back, and an insatiable hunger for flesh. After tossing the human through the window, he comes after you.

Normally you would welcome the opportunity to battle such a creature, but now is not the time! Your weapons will have no lasting effect on him, and neither will your Berserk attack. All you can do is block his attack, knock him down, and run away.

Run down the hallway where the mad vampire entered, and turn the corner towards the next room. A cut-scene shows Kain leaping on top of a grate and riding it upwards as the mad vampire falls into the swirling water below. That won't be the last you see of him!

Use your Jump gift to get off the top of the grate and onto the surrounding balcony. Open the Relic, then take the passage out of the room behind it. A Warden will materialize in front of you and attack, so get ready to battle.

Look for a discarded axe and a Weapon Box on the floor of the room, then head back up the ramp and exit.

You've entered some sort of torture area. Even as you contemplate the carnage, the deranged vampire breaks through a wall on the other side. Leave the room quickly, passing through a checkpoint as you enter the hallway.

You must activate all four of the furnaces at once. Run from one to the other as quickly as you can, pulling the handle and avoiding the flames between them. While on the other side of the room, you can Charm the lost soul to pull a lever, but this takes almost as much time as running there yourself.

Look for a Relic, but be on your guard! Three Wardens will appear, one at a time, to prevent you from leaving. The door will not open until you have defeated them all.

Turn the corner and pass over the walkway through the next torture chamber. There is a Relic on the floor to the left. Drop down there to open it, then climb back up on the walkway and exit. [You "sickos" out there can pull the levers.]

You'll come to a large room with grates on the floor in each of the corners and doors in the center of each wall. The doors straight ahead and to the left are barred, so head to the right. Float down or climb down the ladder and look through the closed gate down below.

Use Charm on one of the lost souls and have her search the room for a lever on the wall to the right of where Kain is peering inside. Pulling the lever will open the door to your right when you climb the ladder back to the room upstairs.

Climb the ladder back to the room upstairs and head through the now-open door on your right. Just around the corner you'll find a checkpoint. Pass through the doorways and head for the bridge.

Before you can reach the warp, the vampire breaks through behind you. He stops just on the other side of the bridge, but you'll spot a Glyph Seal nearby. When control is returned to you, quickly target the seal with Telekinesis. The bridge will open, dropping him into the water.

You'll find yourself having warped to a new location. Pass through the checkpoint and ignore the tortured souls wandering around. Look for a Relic as you follow the hallway through the columns.

A Warden appears in your path ahead. Block his attacks and do a Berserk number on him when your Rage bar is full. Continue moving forward until you reach a large chamber with a sculpture in the center. The doors will close behind you.

PUZZLE FREE THE PRISONER

Jump over to the sculpture in the center of the room. The switch on the side of it is inoperative at the moment. Turn around and face the opening where you entered the room. Use your Telekinesis gift on the Glyph Seal above the opening.

The warp effect will reconstitute a bridge leading from the center sculpture back to the opening. After it has formed, run across and look for a lever on the other side. Pulling this lever will cause the bridge to rotate counter-clockwise.

Use your Jump gift to return to the center sculpture and then walk over the bridge to the next opening. Battle the Warden that appears, then turn around and look for a Glyph Seal on the arched doorway. Use Telekinesis on it to reform one of the remaining openings.

Cross the bridge back into the center of the circular room. Use your Jump gift to return to the first opening under the Glyph Seal. Pull the lever twice to move the bridge around counterclockwise to the opening that you just repaired.

Use your Jump gift to return to the center sculpture and head across the bridge to the opening on the left side. There are no Wardens here, but you'll find a lever around the back of the right side of the room. Pull it and watch as a triangular container is lowered in the main room.

As you approach the container, the prisoner crawls free. This creature is part of the race that built the machine lying beneath Meridian. It was intended to harness the power of an eternal creature called "the Mass," which is capable of killing with a single thought.

Kain realizes that the network of Glyphs installed throughout Meridian are meant to channel the Mass' power. The creature explains that the only way to destroy the machine is to kill the Mass by using his blood. He offers his blood to Kain in exchange for a release from his suffering.

When control is returned to you, pull the lever on the sculpture. The Eternal Prison will start to collapse upon itself as you are teleported back to the clock room.

After passing through the checkpoint, you are chastised by two Wardens who are upset with Kain for ruining their great experiment. Auto-target the nearest one, and prepare to block its attacks when it turns visible.

Kill both of the Wardens and feast upon their blood. Look for an exit flanked by two blue flames. Ignore the humans in the next room, but grab the discarded sword before making your way around the rubble to the exit on the opposite side.

Activate the next checkpoint and, when the gate falls in front of you, turn around and pull the switch to open it. As you continue down the hallway, the lights begin to flicker and then go dark. When the light is restored, you find yourself face to face with the vampire!

Knock him down with your attack and then keep running straight ahead until you come to the edge of the water. Pull the switch on the right, then quickly press the Auto-target button as the vampire ends up right behind you. Strike him down once more before crossing the bridge.

PUZZLE THE MAZE

Turn to the left as you step off the bridge and look for a lever. Quickly pull it while the insane vampire is still on the bridge. It will collapse, dropping him into the water. Keep moving forward, turning down the hallways until you reach another checkpoint.

Up ahead, the room is engulfed in darkness. As you enter, mystical barriers will form between some of the columns, creating a maze. It is easy to get disoriented, but fortunately the layout is not too difficult. Ready?

Consider each set of four columns as one "square" in the maze's grid. Move forward two "squares" until a barrier appears in front of you. Now turn to your right and move forward four squares until you reach the Relic.

Do a 180-degree turn, facing back the way you came. Move two squares forward, then turn to the right. Move forward four squares until you are suddenly trapped. Look for the Glyph Seal outside the barrier and activate it with Telekinesis. Turn to the left and move forward two squares until your path is blocked.

Now turn to your right. Two squares ahead you'll spot a Relic. It happens to be a trap! As you reach it, spikes on the ceiling will start to descend. Don't panic, but turn and look for a Glyph Seal outside your square. Activate it with Telekinesis to stop the spikes.

After opening the Relic, turn around and continue forward six squares until you reach a corner. Turn to the left and continue ahead four more squares. You'll activate another trap: this time, the floor starts to slide away, revealing flames underneath.

Once again, look for a Glyph Seal outside the barrier and activate it with Telekinesis. The floor will stop sliding, and the barriers will open up. Turn to the left and move forward two squares. Turn to the right and you'll see the exit. You made it!

Objective 2

Defeat the insane vampire to escape.

You're not out of the woods just yet! The mad creature that has been dogging your tail all through the prison is now blocking your escape, and he has formidable powers.

Walk through the checkpoint and prepare to do battle with the insane vampire. He's standing on a pedestal surrounded by water, so you cannot approach him. There are several statues surrounding him: hide behind one of them as quickly as possible and select your Telekinesis gift.

This vampire has the ability to cause you to combust. If you notice that you are starting to smolder, you had better take cover! His power will hit and destroy the statue instead.

After the statue you are hiding behind crumbles, step out into the open and target the vampire with your Telekinesis. He'll fall from the pedestal. Seek cover behind the next statue and hide from his attack once again.

After you've knocked him off a few times, he'll tire of this game and run off into the next room. Follow him through the double doors. There are a series of statues on the ground floor below.

The insane vampire will wander around in the courtyard area searching for you. Use your Telekinesis and target him from a distance to get his attention if necessary.

Move in front of one of the statues. Wait for the vampire to turn red and charge at you. Jump straight forward and over him, or dodge his charge by jumping to the side.

When he slams into the statue, it will rise to reveal a Glyph Seal. Target it with your Telekinesis and activate it. Repeat this process with each of the four other statues. You can also get the same result by grabbing the vampire and throwing him into the statues, although this is more difficult.

Activating all the Glyph Seals will reconstruct the large statue in the center of the room. Look for an infinity symbol directly beneath it. You've got to get the mad vampire to charge you once again. Dodge or jump so that he strikes the symbol on the statue's pedestal.

After the statue has been hit, it will start to fall apart. You must get the vampire to charge the statue twice for it to collapse on top of him. Near death, the vampire temporarily regains his mind. He turns out to be Magnus, Kain's finest warrior! The Sarafan Lord took his mind, and imprisoned him here.

Magnus seeks a release from his suffering. Kain grants him his wish, absorbing his Dark Gift in the process. With the blood of the ancient race coursing through his veins, he can now return to Meridian and destroy the creature inside the machine.

CHAPTER 9
THE DEVICE

Objectives

1. Destroy the Mass

Puzzles

1. Power the Lever
2. Power the Lever II
3. Activate the Pumps
4. Drain the Water
5. The Machine Arm
6. The Walkway
7. Deactivate the Barriers

"Into The Depths"

At last, it is time to venture underneath the city of Meridian, where an ancient weapon has been discovered and resurrected by the Sarafan Lord. Only Kain has the power to destroy it. It is unlikely that any vampire has ever dared venture into the depths where the "mass" is located, and Kain will face hostile creatures unlike any he has ever encountered.

RELICS: XI WEAPONS BOXES: II

Dark Gift

Immolate

In order to use this gift, your Rage bar must be completely filled. When Kain glows red, press the Dark Gift button. Even if your opponent is in the midst of an attack, you won't be harmed. You can use this power to lift and engulf him in flames, killing him instantly!

Objective 1

Destroy the Mass.

With the blood of the ancient race coursing through your veins, you now have the power to poison the living "mass" at the heart of the Sarafan Lord's destructive device.

Back in Meridian, you meet up with the creature trapped by the Sarafan. He tells Kain that his captors are not of this world. Disguised as the Glyph Wraiths, they are actually aliens called the Hylden.

Look for the exit tunnel and walk through the checkpoint. Select Immolate from the Dark Gift menu. In the room ahead, a Glyph Wraith reveals his true form! Open the Relic in an alcove above, then float down and prepare for battle.

As with most enemies, the Hylden will attack you with up to five blows before delivering a final strike. If he glows yellow, you can block it like the previous attacks. If he glows red, you'll have to dodge. Fill your Rage meter and then use your Immolate gift.

PUZZLE POWER THE LEVER

Pull the handle to open the door leading to another tunnel. When it drops down into a large corridor, head to the left and open the Relic at the far end.

Turn back around and head through the checkpoint. As you do, stay to the right side of the passageway to avoid being struck by the machinery. A Hylden appears from a doorway to the left. Get ready to rumble!

There is no power flowing to the lever straight ahead. Enter the doorway where the Hylden emerged from, and use your Jump gift to cross to the balcony on the other side.

Go through the broken window and float down to the ground floor of the next room. Under the platform you'll find a Relic. The lever to the left of the ladder opens the door to reveal another Hylden. Defeat it before entering.

Take the discarded axe from the center of the room and look for a Glyph Seal on the second floor. Use your Telekinesis to activate it and lower an elevator. Step onto the platform and it will automatically take you to the top.

Walk through the doorway and use your Jump gift to reach the balcony on the other side of the room. Pull the lever on the Glyph energy box and then use Jump to get back where you started. If you need more blood, a worker down below has some he doesn't need.

You ought to have spotted a Demon through the window as you entered the doorway. Float down to the ground floor and exit the room. Back where you opened the Relic, you'll have to face this Demon...

...or not. If you are low on health and don't relish the idea of another fight, quickly climb the ladder before the Demon can come after you.

Hop through the broken window and use your Jump gift to cross the room to the balcony on the other side. Exit back into the hallway and turn to the left. With the power restored, you can pull the lever to open the door at the end of the hall.

PUZZLE POWER THE LEVER II

Kain's not sure what manner of experiments is going on here, but there is a Weapon Box in the far left corner. There are also a few humans wandering around: a perfect quick snack if your Blood Bar is low.

Ignore the doorway on the left side, but stay on that side of the hallway to avoid getting hit by the machinery. There is fog ahead, so use your Mist gift to sneak up behind the Hylden who is pacing the floor.

The lever for the door has no power, but through the nearby window you can spot two Glyph Seals. Use your Telekinesis on both of them, then head back up the hallway and enter the doorway on the right you passed earlier.

Through the window you can see a human whom you just let out of a cage. Use your Charm gift to possess him, then have him pull the switch on the Glyph energy box right below the window.

You can now pull the switch to open the door at the end of the fog-filled hallway. Pass through a checkpoint on the other side. A cut-scene shows a cowardly Hylden taking cover as a Demon heads towards you.

When control is returned to you, get ready to defend yourself against the Demon's attack. There isn't much room to maneuver with the raised floor, but you'll need to dodge and hit back with your Immolate gift. Or use a less-powerful gift like Berserk or Fury.

PUZZLE ACTIVATE THE PUMPS

After you defeat the Demon, the Hylden deactivates the shield and runs away. Before following it, check the room through the doorway nearby. Inside you'll find a double-bladed sword and a Relic.

Cross the walkway into the next room, where the Hylden awaits. Battle it to the death before heading down the ramp to the bottom floor.

A Demon comes out from behind the ramp, so don't let it take you by surprise. Look for a Relic in the corner on the far side of the room and open it only after the coast is clear.

Directly underneath the upper level's control room you'll find a Glyph energy box. Pull the handle to supply power upstairs.

Now head up the ramp. Through the window you'll spot a human worker. Use Charm to take control of his body and make him pull the switch inside the room to activate the giant pumps. Head back down the ramp and jump on the nearest pump when it reaches its lowest position.

Wait until the first pump reaches its peak before jumping and floating to the top of the second pump. From up here you can jump and float to reach another Relic sitting on a small raised platform.

PUZZLE DRAIN THE WATER

Hop down into the uncovered portion of the walkway and then continue through it until it drops you down into another hallway. To the left, you'll find a discarded axe near a locked door. Grab it, then turn around and activate the checkpoint.

A cut-scene shows two Hylden in the distance. One of them appears to be a Warrior, and he's coming right for you! Block his attacks and use Immolate to take care of him. The second Hylden will join the fray if you come near. You'll have to battle him eventually.

Watch your step! The next area is filled with water. Your Jump gift can get you across safely, however.

After landing, turn around and look for a Glyph Seal. Use Telekinesis on it to drain the water, then drop down into the pit.

Look for a Glyph energy box down here below. Pull the switch before climbing out of the room by using the boxes at the other end.

Jump across the gap once more using your powers. The energy will activate the door switch, allowing you to enter. You'll want to keep immediately to the right.

PUZZLE THE MACHINE ARM

Two more machinery arms are active: the first one on the right, and the next on the left. Cut through them diagonally from left to right and then enter the doorway on the left side of the hallway.

The switch on the walkway causes the machine arm to swipe at thin air. Up ahead, a Hylden blocks your path. He is standing near a switch, and is not likely to let you pass. If you approach, he'll activate the machine arm.

Instead of taking the direct route, float down to the lower level. Be on your guard for a Hylden Warrior lurking here. After disposing of him, look for a double-bladed sword at the far end. If you need it for the battle, knock him down once and then retrieve it.

Pull the switch before climbing the ladder back to the walkway: it will move the machine arm closer to the other Hylden.

Back on top of the walkway, pull the switch on the left. The machine arm knocks into the other switch, blowing it up and killing the Hylden in the process. Don't let its blood go to waste! Drink up before leaving.

As you turn the corner ahead, activate your Mist power when you reach the fog. A Hylden looking through the window is easy prey in your invisible state.

If you remain invisible, you should also be able to sneak up on a Warrior around the next corner. He might also come around to investigate on his own. Either way, he won't be long for this world. Perform a stealth kill or simply have it out with him.

Head down the passageway until you see a human behind a barrier. Use your Charm gift on him, and march him around the corner until you see a lever. Pull it to halt the assembly line and return to your own body.

The window in front of Kain has been broken, so hop through. A Relic is on the end of the balcony to the far right. Jump over the guardrail to get it. Head to the opposite side of the balcony and over the railing. Jump and float across the water to the platform.

PUZZLE THE WALKWAY

Enter the doorway and battle the Hylden Warrior inside. Look for a short passage leading to a checkpoint. Activate it on your way down to the left. You'll come to a large enclosure with glass walls and floors. Kill the Hylden who is standing there.

The door ahead is locked. Look down through the floor until you spot a human worker as well as a Glyph Seal. First, use Telekinesis on the Glyph Seal to activate a crane. The crane will move a set of crates out of the human's path.

Next, activate your Charm gift and take control of the human's body. Carefully maneuver him over the narrow walkway to the other side. The crates block his way, so return control back to Kain and use Telekinesis on the Glyph Seal once again.

PUZZLE DEACTIVATE THE BARRIERS

Now that the crates are out of the way, Charm the human one more time and walk him over to the lever on the other side. Pulling it will open the door where Kain is standing. Return to your body and pass through the doorway.

Activate the checkpoint. Up ahead, a Hylden sends a Demon your way before taking cover. Battle the creature in the hallway, blocking his attacks and fighting back with your claws, weapon, or (when charged) Immolate. The Hylden will be waiting for you.

Enter the passageway after the Hylden. Once you have killed it, look for the Glyph energy box on the wall high above. You can reach it using your Jump gift.

After pulling the lever at the box, float down to the floor below. Grab the discarded double-blade sword, and take care of the Hylden who is wandering around.

Use your Jump gift to cross the water. On the other side, a lever will drain the water. You can also jump and float to a Relic on a suspended platform.

Drop down into the area you just emptied of water and look for a piece of equipment in the center of the wall. Pull it away from the windows, causing the barriers in the room above to deactivate.

You'll have to eliminate a Demon before exiting through the doorway on the wall beneath the Glyph energy box. Continue through the next doorway. You appear to be nearing the center of the device.

A Hylden attempts to block your path. Nice try! Show him the same courtesy as you showed his alien brethren. Pull the switch on the wall ahead to deactivate a barrier back in the room with the Glyph energy box.

Backtrack to the room where you fought the Demon and climb the ladder to the upper level. Use your Jump gift to reach the platform where the Glyph energy box is located. Now that the barrier is down, you can exit through the nearby doorway.

If you have a weapon, hop up to the next level straight ahead, then drop down to your right, and pass through the tunnel. A Weapon Box is located on the next level. Otherwise, make your way to a doorway in the corner leading out of this strange room.

Through a short hallway you'll come to another similar room. There is a Relic here. Open it, then look for an opening back to the core of the device.

Battle the Hylden in your path and look for two doorways on the left side. They lead to a large room with a checkpoint. You can use your Jump gift to reach the Relic in the windowsill. Exit through the doorway on the bottom level where a Hylden Warrior awaits.

Kill him and then drop down through the opening at the end of the hallway. Make your way around the corner through the hallway with the water bubbling on the other side of the windows. Up ahead, a Hylden seals the exit and pulls a lever that starts filling your room with water.

Quickly select Charm and target the human walking behind the Hylden. Make him pull the switch near the Hylden to open the door. Return to your own body and immediately run or jump out of the room before you get burned by the water's touch.

Jump down to the floor and take the discarded axe. Hop up to the exit door and pull the switch inside. This opens a sort of elevator. Drop inside and it will take you down to the core of the machine, giving you a scenic view of the "mass" therein.

When control is returned to you, battle the Hylden Warrior who approaches. Watch out for the lava in the center! At the far left on the bottom floor, you'll find a Relic inside an alcove. Open it and look for a lever on the other side. Pull it to call another elevator.

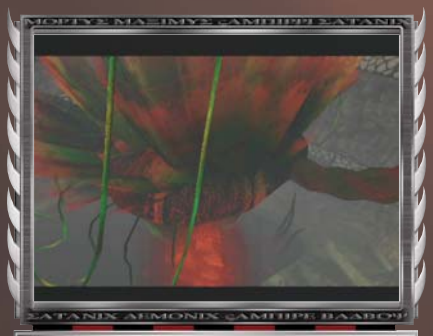
Disembark when it stops at the next level, and walk through the checkpoint. You'll have to battle a Demon before coming to a Ward Gate at the end of the hall.

Use your Telekinesis gift to target the Glyph Seal on the wall behind the barrier. After the barrier falls, you can continue on your way. Kill and feast on the human in the next section of corridor if you need energy. The lever at the end calls another elevator.

Continue on your way through the next section of corridor as you encircle the "mass." There are two Hylden here. Block their attacks and use your Immolate gift to set them aflame.

Call the next elevator by using the switch. This time, you'll face a Hylden Warrior in the corridor ahead. There is no elevator at the far end, so you'll have to use your Jump power to get across the gap.

Another switch, another elevator. There are no enemies in the next area, just a switch on the outside wall which unfurls a bridge leading to the center platform. A cut-scene will play as Kain walks across.



A few drops of Kain's blood are all it takes to poison the "mass." The cavern starts to shake with the death throes of the creature. Kain manages to escape as things fall apart around him.

Back in the chamber upstairs, the wretched creature who was being held prisoner is nowhere to be seen. In its place, Kain sees Janos, an ancient vampire thought to be dead. With the "mass" destroyed, he has reverted to his true form.

Back in sanctuary, Janos, Vorador, Umah and Kain discuss their options. They cannot launch an assault on the Hylden gate connecting the two worlds until its protective shield is deactivated in the wharves area. Begrudgingly, Kain takes Umah with him on this final task.

CHAPTER 10
THE WHARVES

Objectives

1. *Find and board the Galley*
2. *Obtain the Password*
3. *Turn on the Lighthouses*
4. *Reposition the Lighthouse*

Puzzles

1. *Lighthouse #1*
2. *Lighthouse #2*
3. *Sliding Crate*
4. *Lighthouse #3*
5. *Suspended Crate*
6. *Door Stalemate*

"Betrayal"

This waterfront is bustling with activity, as Hylden supply ships make their way from here to the Hylden Gate. Kain and Umah must search the docks to gain access to a war galley. The wharves are guarded by the Sarafan's finest: Glyph Knights who can detect the presence of vampires at a distance.

RELICS: IX WEAPONS BOXES: I

Objective 1

Find and board the Galley.

Ships regularly depart from the wharves to the Hylden Gate. You'll need to locate one and sneak aboard.

As Umah and Kain approach the wharves, she begins to question his motives and his plans for the future. When it becomes apparent that Kain plans to rule all of Nosgoth, with no place for the remaining vampires, Umah steals the Nexus Stone and disappears.

No matter. You will deal with her later. But first, you'll have to get past three Sarafan Knights directly ahead. Fortunately for you, and unfortunately for them, the fog on the ground allows you to use your Mist power to sneak up behind them and kill them one by one.

The lever to open the gate is on the other side. Charm the woman and she'll pull it for you. Open the door on the right and activate the checkpoint inside the next room. Now head out the back door to enter the city streets.

A cut-scene shows Kain rebuffed at the next gate. He needs to obtain a password. The human also tells him that, due to the fog, the ships won't be sailing until the lighthouses are turned on.

Objective 2

Obtain the Password.

The human at the gate will not let you through until you provide him with a valid password.

Objective 3

Turn on the Lighthouses.

You need to sneak aboard a ship to reach the Hylden Gate, but no ships will be arriving until the lighthouses are activated.

When control is returned to you, turn to the left. Ignore the humans in the marketplace and look for a Relic at the end of an alley ahead to the left. Turn the valve to open the nearby gate.

Take the discarded axe if you need it, and follow the dock to the right. A Glyph Knight senses your presence and will attack. Block his sword strikes, and if he turns red, dodge to the left or right to avoid being skewered. Fight back with your Immolate gift once your Rage Meter is full.

PUZZLE LIGHTHOUSE #1

Continue down the dock until you see an open doorway on the right. Straight ahead you'll spot two Guards, but you can ignore them for now. Inside the doorway you'll spot a Glyph energy box on the wall. Pull the handle.

Now it's a race! Turn to the left and turn the valve to keep the energy flowing through the conduit at the foot of the stairs. Head up two flights of stairs and turn the next valve before the energy arrives.

Continue up two more flights of stairs. Turn the valve to direct the energy to a lever outside. Step out of the doorway to the right to a balcony overlooking a lighthouse and pull the lever to activate the first lighthouse.

Back on the dock, it's time to deal with the two Sarafan Guards. Don't let them surround you! Block their attacks and use Immolate, or simply strike with your own weapon as they pause between blows. Dodge when they lower their heads to charge at you.

Use your Jump gift to cross the water to the next pier where you'll spot a Relic. As you land, you'll overhear a conversation between two humans. One of them provides the other with the password you need.

Climb the ladder to a small room containing a Relic, then follow the stairs on the ground level until you reach a closed gate. Turn the valve to open the gate back into the city area.

PUZZLE LIGHTHOUSE #2

Make your way back to the gate where the guard demanded a password. Kain will automatically give it to him. Once inside, look for a Relic in between the buildings on the right. Activate the checkpoint on the left and turn the valve to open the gate.

You'll find yourself back on the docks. The lighthouse straight ahead isn't functioning. Carefully stand behind the cargo on the left and look for a Glyph Seal. Use Telekinesis to activate it, powering up the second lighthouse.

After the ship leaves, you'll have room to use your Jump gift to cross the water to another pier. A Glyph Knight will immediately be alerted to your presence.

PUZZLE SLIDING CRATE

You probably won't have time to use your Mist gift in the fog, so don't bother. Just kill him face-to-face. When he has been defeated, carefully walk over the small bridge and climb the ladder on the left wall.

Open the door and take a look around the next room. You'll notice that the floorboards don't seem too sturdy. You'll also notice a large crate in the back of the room. Grab it and push or pull it on top of the loose boards. The weight of the crate will send it crashing into the room below.

Drop down into the hole you just made, and then pull the crate towards the corner. Push it until it comes to rest on a floor pressure switch, unlocking the door to the outside.

Follow the dock around the corner of the building. A Sarafan Knight is patrolling here. There isn't much room to maneuver, but you've got to avoid his charge. Block his attacks and strike back when he is winded until he eventually falls dead.

Continue around the corner of the next building and enter the open doorway on your right. Walk carefully around the piers until you come to the Weapon Box surrounded by water. At the far end, you'll meet a Cabal agent who gives you some helpful advice.

Objective 4

Reposition the Lighthouse.

The drawbridge ahead won't open until a ship arrives, and that won't happen until you reposition the next lighthouse.

When the agent leaves, open the door behind him. Activate the checkpoint and head down the dock to the right. You can avoid the next Glyph Knight by climbing the ladder to another Relic. Wait for him to walk under the room, then jump and float out the window.

Two Archers guarding the drawbridge will fire arrows in your direction. You'll be out of their range when you enter the warehouse building straight ahead. You won't be out of danger, however, as there are two Knights inside.

Fight the Knights at the far end of the building where you will have more room to maneuver. Block their attacks and use your Immolate power on them as soon as you can. Look for a Relic on the upper balcony only after they are both out of the picture.

PUZZLE LIGHTHOUSE #3

Turn the valve on the far wall to redirect the Glyph energy to the gate on the left. When it opens, walk inside and pull the switch to turn off the power to the lighthouse.

Turn the valve on the wall to redirect the energy back to the gate on the right side. Enter it and turn the valve in front of the machine to rotate the lighthouse. It is still not lit, however.

Once again, turn the valve on the wall to redirect the energy to the left gate. Pull the switch to restore power to the lighthouse. When it is lit, a ship will dock and the drawbridge will be lowered.

Back outside, you'll have to deal with the Glyph Knight if you didn't take care of him earlier. Fight him out of range of the Archers, unless you enjoy being struck with flaming arrows.

With the Knight dead, run quickly across the drawbridge. The Archers won't be able to get a bead on you, and you'll take only a little damage if the arrows happen to find their mark. As you activate a checkpoint, the doors will lock behind you.

Now you've got to face two Glyph Knights. Walk down from the steps to give yourself more room to battle them. When you've killed them, the smaller door will open.

You're not much safer here. Both a Glyph Knight and a Sarafan Guard stand watch in the courtyard. Battle them to the death and then head towards the two Mercenaries as the gate on the other end is locked.

Before you can reach them, an errant crate drops on them from above. What a stroke of luck (for you, not them)! Take a weapon if you need one, and feast on their blood before entering the building.

PUZZLE SUSPENDED CRATE

Up the stairs in the rear of the building you'll come to a control panel with three levers on it. Pulling them will cause the suspended crate to move down the track on the ceiling. The center lever moves the crate forward, and the left and right levers move the crate sideways.

Study the track on the ceiling. The proper sequence to pull the levers is: center, right, center, left, left, center, right. When the crate reaches the front of the building, it will automatically drop to the ground, releasing the Demon inside.

Leave the loading area and pass through the gate that the Demon broke open. As you do so, a cut-scene will show a wounded Umah cornered by a Knight. Kain comes to her aid.

In her weakened state, she cannot prevent Kain from taking back the Nexus Stone. Umah asks for Kain's help to restore her health, but instead he repays her for her betrayal.

After bidding Umah farewell, take any weapons or blood you might need from the fallen Sarafan and continue around the next corner. The Demon you set lose is here. You'll have to destroy it.

Two Archers are also standing guard in the distance. As you approach, head directly between them to prevent them from hitting you with arrows from afar. Kill one and then the other.

PUZZLE DOOR STALEMATE

A valve opens the gate ahead, but the Guard on the other side will close it before you can enter. It appears to be a stalemate, until you notice the human walking behind him.

Use your Charm gift on the human. When he is under your control, look for a control panel nearby. Press the action button and he will pull the switches. Have him pull the right switch first, followed by the left switch.

The crate will fall directly on top of the Guard, killing him (There seems to be a lot of that going around). You can now turn the valve and open the door without any resistance.

Activate the checkpoint and turn the corner to face off with two Glyph Knights in the street ahead. When the coast is clear, look for an open door into the building on the right.

You'll be attacked by two Glyph Knights almost immediately upon entering. Kill them and activate the checkpoint in the next room on your way to the Relic. A door leads to the waterfront outside.

In this next area, Archers will occasionally shoot arrows at you from passing ships. They can't cause you much damage, but they will throw you off if you get struck in the middle of a sword fight. Wait until the ship passes before engaging the first Glyph Knight.

Look for a break in the fence at the far end. Use your Jump gift to cross the water. If you wait until the Glyph Knight on the other side is walking by, you can Jump attack him when your cursor turns red.

Keep fighting him until he goes down. A second Glyph Knight can be found at the far end of the waterfront. As always, block his attacks and use your Immolate power as soon as possible.

Walk through the tunnel to a small dock and use your Jump gift to cross the water. Kill the Glyph Knight, then head to the right and Jump back across the water.

Continue making your way along the waterfront, killing the Knights and jumping back and forth across the water until you finally reach a door at the end that can be opened.

Head inside the building and make your way up the stairs. To the right, on a balcony above the bar, you'll find a Relic.

To the left, through a door, you'll spot a ladder leading down. Float down to the ground and open the door below. Head through the archway to the waterfront outside.

Two Sarafan Knights are patrolling here. Attack them and feast upon their blood before continuing up the ladder at the far end.

While standing on the metal platform you can use your Jump gift to reach a balcony area on the other side of the water. Pull yourself up to the opening on the left, and look for a Relic tucked behind the cargo.

Enter the elevator and pull the lever to descend. Vorador will make contact with Kain suggesting that he loose the Demon from its cage and use an empty cage to smuggle himrself on board the ship.

Look for a human in a room at the corner of the enclosure. Charm him and get him to pull the center lever. He'll release the Demon's cage in the center of the enclosed area, with predictable results.

Sit back and enjoy the "rage in a cage." After the Demon kills all the Sarafan Knights, it will break down one of the enclosure's walls and run off into the night. Don't bother following it.

Charm the poor human once again. Make him pull the center lever, which deposits another cage inside the enclosure. Fortunately, this one is empty. Make your way through the opening in the wall and enter the cage.

While standing inside the empty cage, use your Charm on the human from a distance. Once again, force him to pull the center lever. The crane will swing over to the Galley with Kain inside. Welcome aboard! Next stop, the Hylden city.

CHAPTER 11
HYLDEN GATE

Objectives

1. *Deactivate the Shield Generator.*
2. *Defeat the Sarafan Lord.*

Puzzles

1. *Target the Egg*
2. *Water Works 1*
3. *Arrange the Floating Crates*
4. *Cross the Room*
5. *Water Works 2*

"The Living End"

This is it! A final showdown with the Sarafan Lord himself! But first, you'll have to locate and deactivate the shield generator that hides the Hylden's presence, allowing your vampire armies to launch their assault. The Gate is populated mostly by the Hylden themselves, but be on the lookout for ferocious forms of Demons.

RELICS: VIII WEAPONS BOXES: I

Objective 1

Deactivate the Shield Generator.

The vampires of the underground resistance cannot launch a full-scale assault against the Hylden until the shield protecting their inter-dimensional gate is deactivated.

When the ship docks, jump and pull yourself up to the roof of the cabin in the bow (front) of the ship. From here, you can float down and make your way up the ramp to the large Hylden structure ahead.

As Kain approaches, the Sarafan Lord appears in his path. The Nexus Stone protects Kain from the power of the Soul Reaver, but the Hylden army is preparing to enter the Gate.

Did you expect the front door to be open? Head to the left and up a set of ramps. A lone Hylden will come down to greet you. Block its attacks and use your Immolate gift to destroy it.

The ramps lead to the building's rooftop. You'll encounter a couple of Spiders, and perhaps a Hylden, as you make your way across. As usual, kill everything in your way. Look for a hole in the roof near a Glyph Egg and float down to the floor below.

There's a double-bladed sword behind the boxes. You cannot open the door ahead, but you can see through it into the main room. Use your Telekinesis gift on the Glyph Seal to open the cage and unleash the Demon on the Hylden inside.

After making quick work of the Hylden, the Beast charges the main door and knocks it down. Climb back up to the rooftop and make your way across and down the ramps back to the front of the building.

Enter the building and feast on the blood of the Hylden if you need to replenish your energy. Look for a Relic to the left and a lever to the right of a large door. Pull it and enter. As you walk inside, the Demon returns! Fortunately, the elevator doors close before he can reach you.

Activate the checkpoint upon exiting the elevator. There's a Relic on the left side of the room behind a large crate. You may also find a weapon on top of the crate. Head outside, where you'll witness a conversation between two human workers.

The humans point out the building containing the protective shield, but explain that the only way to get inside is to ride one of the floating vehicles. Before they can finish their conversation, the Demon breaks through the elevator door behind them.

Don't even think about confronting the creature! When control is returned to you, turn to your right and follow the pathway around the outside of the building. It leads to a ramp that will take you to the next building. The humans will have to fend for themselves.

Walk through the checkpoint and enter the building. Activate your Mist gift to take advantage of the fog covering the floor inside. There are two Hylden nearby that you can kill using stealth.

Look for a sword lying on a countertop to the left: you must hop up there to get it. Exit through the door at the rear of the building on the left. The other door is not functioning properly.

You'll encounter a Hylden Warrior on the walkway. Battle him, being careful not to fall off the edge into the water below. When it is dead, continue down the ramp and look for two switches underneath the walkway.

The left switch controls the power generator on the left, which is angled incorrectly. When you pull the switch, instead of striking its target, the beam hits a Glyph Egg. The resulting explosion creates a hole in the side of the building.

Enter the hole, but prepare to do battle with a Hylden and a Warrior who have come to investigate. Head around the corner and look for a Relic on a raised bench. There may also be a discarded weapon on the floor nearby.

As you turn the corner towards the ramp, another Warrior attacks. A second Warrior blocks the exit door on the left. The Hylden at the end of the hall will come to the assistance of his fellow alien if he sees your battle. If he does not, you can leave him be.

Back outside, make your way carefully down from the broken walkway to the shore below. Keep moving straight ahead. As you approach the corner of the building, the Demon emerges from behind the rubble!

Jump on top of the rubble to temporarily escape from it. You'll have to avoid it while making your way to the rubble at the corner of the next building. Hop up to the smaller piece on top and turn to face the elevated walkway. From here, you can jump over to it.

Follow the walkway around the corner to the left until you reach the doorway. Enter the building, and ignore the first window for now as you head for the checkpoint.

PUZZLE TARGET THE EGG

Through the window you can see a caged Demon, but there is nothing to use your Telekinesis on. Continue on through the door at the end of the hallway. Carefully float down to the ground below, near a Glyph Egg. Push the Egg forward to the burned spot on the ground.

Head up the ramp where you'll spot two Glyph energy generators. As with the pair you saw earlier, one of them is broken and appears to be lined up with the Glyph Egg. You'll need to figure out how to activate it. Be on the lookout for a Spider nearby.

Enter the door back into the building and look for a human worker through the window. Use your Charm power and get him to pull the lever in the very center of the room. He'll unleash the Demon, who quickly slaughters both the human and the Hylden.

Head through the next door and pull the switch to deactivate the energy flow inside the room. Walk over to the window, where you'll attract the Demon's attention.

Once the Demon stands in front of the window, pull the lever once again to cause the energy flow to strike it. Not only will the creature explode, but the glass window breaks, allowing you to enter the main room.

Look for a Relic in an alcove on the right, and feast on the blood of the dead human and Hylden before finding the control levers on the other side of the room. Hop over the rubble and pull the lever on the right. The energy beam outside will strike the Glyph Egg.

PUZZLE WATER WORKS 1

Make your way back outside and enter the hole in the wall. Activate your Charm gift and target the human in the control room on the other side of the water. Make him pull the lever to drain the water from the room. Drop down into the empty channel and look for a crate on the ground.

Push the crate along the floor until it comes to rest directly beneath a break in the balcony railing high above. Now climb back up to where you started and Charm the human once again. Have him pull the lever to fill the channel with water.

Use your Jump gift to reach the crate, which is now floating in the water. From here, you can jump through the hole in the railing. Pull the nearby switch to raise a barrier near the waterwheel at the far end. This also lowers the water level.

Hop back down into the channel and look for the moving platforms directly across from the entrance. Wait for one to appear and jump on top of it. Turn around quickly and hop off the platform before it disappears.

PUZZLE ARRANGE THE FLOATING CRATES

Continue down the hallway to the right and drop down through the hole at the end. Float down to the bottom, making your way up a ramp.

Take a right when you see the lit flame. Watch out for Spiders to appear from a hole in the wall. Kill them before continuing down the ramp. Looks like your path is blocked by water, so walk through the opening in the wall.

Turn the valve on the wall. The tank here lets you know that you have drained the water from the room outside. Exit this room and drop down where the water once was. At the far end you'll spot a crate.

Push the crate so that it comes to rest near the broken wall. Walk through the wall into the next area where you'll spot two additional crates. Move the first one by pushing or pulling it so that it is underneath the blue light on the wall, but out far enough to be lined up with the last crate you moved.

Now walk over to the second crate and move it so that it comes to rest against the barrier on the floor. It should be lined up with the last crate you moved, and also with the door high above.

Hop over the dividing wall into the next area. Look for a ramp leading up away from the ground level and follow it. Battle the Spiders you find before opening the Relic near the top.

There is a crate overlooking the large room. Push it off the edge and then float down after it. Pull it away from the wall and move it towards the hole in the dividing wall until it becomes blocked by the rubble.

Time to head all the way back to the valve. Pull yourself up and out of the bottom level and turn the valve inside the room. The water will return, causing the crates to float. If you lined them up correctly, you will be able to use your Jump gift to move from one to the other.

Walk past the flame and down the ramp on the other side of the room. Use your Jump power to reach the first crate. From the top of the first crate, use Jump to pass through the broken wall and land on the second crate.

Turn to the right and target the next crate with your Jump gift. From here you can see a human through the window ahead. Charm him and force him to pull the lever that opens the door. Now jump and float or use Jump to reach the doorway.

Take a left turn and look for another crate on the edge of the water. Go ahead and push it off the ledge. Turn around and head straight back through the open door to the room with the valve.

Turn the valve again to drain the water. Now walk back to the ledge where you just pushed the crate and drop down to the ground level. Push or pull the crate forward until it reaches the barrier on the floor. You'll have to go all the way around to the beginning to pull yourself up.

Turn the valve once again, then walk down the hallway to the ledge. From here, you can jump and float to reach the first crate. Use your Jump gift to reach the second crate beyond the dividing wall. The exit is in sight! Use your Jump gift one final time to reach the door.

The next area contains only a checkpoint. Walk through it and approach the second door. It will open up to reveal a room with a strange sort of elevator. Wait for the glowing ring to drop to the ground and then step on top of it.

A Hylden attacks when you hop off the ring at the top level. Defeat him with the usual combination of blocking and your Immolate gift. There's only one way out of here, so head for the door.

The door to the right side in the next room is inoperative. A Hylden and a Warrior appear from the back of the containers to the left. Move out in the open so you'll have more room to fight them. If you need more blood after the battle, the human workers are easy prey.

Before you drop down through the hole in the floor behind the containers, take a peek down there. A Warrior is patrolling the area. Wait for him to turn his back to you, then float down. Activate your Mist power immediately upon landing in the fog.

You should be able to take him down with a stealth kill, but his companion is waiting around the corner near the checkpoint. Activate the checkpoint as soon as possible (so that you won't have to repeat the last area if you die), and kill the second Warrior.

PUZZLE CROSS THE ROOM

Hop over the water at the end and enter the room with a glowing generator straight ahead. You may find a discarded weapon to the right. To the left, through a doorway, you've got to take care of a Hylden. When he is dead, take the walkway to the other side of the room.

Another Hylden is here, studying a Glyph box. Kill him and then hop up on the exam table to open it. Continue through the next doorway. This time, you'll have to use your Jump gift to cross over to the other side of the room.

A third Hylden is studying a Spider. Defeat him, then suck the blood from both of their bodies. Through the next doorway, you'll spot a switch on the wall. Pull it and ride the platform up to the second level.

Carefully hop up to the top of the stack of boxes and face the three conical vents in the center of the room. Activate your Jump gift and position the cursor on the top of the first vent, but don't jump until the steam clears the first vent.

From the top of the first vent, quickly use your Jump gift to reach the second vent. The instant you land, use your Jump gift to reach the third vent. Immediately jump and float off this final vent. Don't delay, as the steam is about to start back up again!

Defeat the Warrior in the next room, then exit through the door to the left. Activate the checkpoint that appears up ahead.

Stay on the walkway to avoid the water. A barrier prevents you from entering the room to the left. Look for some blocks on the far right side of the room. Hop over to them and up to the top level.

Two Hylden have their backs to you. Grab their attention and fight them to the death. As usual, block their attacks and use your Immolate gift. After killing the aliens, look for a Relic in a corner alcove.

Pull the switch overlooking the main room to deactivate the shield. Float down to the walkway below and enter the room with the protruding spikes. Although it seems like the right thing to do, you don't need to use your Charm on the human workers. Hop onto and over the platform and pull the switch yourself.

The platform will slide out of the room and tilt towards the water. Had you been standing on it, you would have been dumped in the drink. Wait until the platform rights itself and then get on top of it. Jump and pull yourself up from the platform to the small balcony.

Proceed through the hallway, killing any Spiders you encounter. When it ends, use your Jump gift to reach the elevated walkway in the next room.

Make your way down to the far end of the walkway, ignoring the roar of a Demon below. Peer over the edge and look for a container blocking the entrance to a hallway. You can float down to it from here.

Inside the next room you'll face two Hylden. If you need a weapon, hop on top of the container at the water's edge.

You can cross the water by using your Jump gift to reach a floating container. On the far side you'll find the level's one and only Weapon Box, as well as a couple of Spiders. To return, you'll have to move your Jump cursor around and behind the floating container and then move the cursor back to the top of it.

Pull both of the levers at the far end near the window. This will release a Demon in the next room, but it will also open the barrier to the room where the human is captive. When the Demon goes after the human, you are free to enter the door where it came from.

Run back down the ramp to the larger room and pass through the metal door on the left before it closes. Inside the next room you'll have to face a single Warrior. After defeating him, Kain will automatically enter the container that will transport him to his destination.

A cut-scene shows this container being pulled to the large building across the water. When control is returned to you, look for a Relic on the right side of the room. A Warrior and a Hylden are conversing ahead. There is a discarded weapon behind the container at the far end of the room.

After disposing of the two aliens, enter the door at the far end and walk through the checkpoint. Looks like you've found the shield generator. Unfortunately, its guardian has found you!

Quickly select your Telekinesis and use it on the Glyph Seal right in front of you. The glass barrier will protect you from the enemy's shots, but only temporarily. As soon as you've unlocked the seal, run left or right to the next one; it doesn't matter which direction you take.

Use your Telekinesis on the next Glyph Seal while standing behind the barrier. Continue along the edge of the room until you've unlocked the final two Seals. When the last Seal is broken, the machinery will collapse, destroying the Ward Gate protecting the Hylden Gate.

With the shield down, a cut-scene shows Kain's reunion with Janos and Vorador. The leader of the resistance is shocked to learn that Kain has killed Umah. As the two face off, the Sarafan Lord suddenly appears and attacks them! Vorador is wounded, and Janos only has enough power to transport Kain near the gate.

PUZZLE WATERWORKS 2

You'll find yourself standing in front of the entrance to the Hylden Gate. It's not going to open for you on its own. Walk to the right side until you reach the water's edge. Use your Jump gift to cross the corner of the water to solid ground on the other side.

A hole in the side of the wall allows you to enter the main chamber. Be mindful of the water in the center of the room. There are two Warriors tending to the machinery whom you'll have to defeat.

Walk up the ramp at the far end of the room and activate the checkpoint even as the doors close behind you. Target the human behind the window to your left and use your Charm power to cause him to pull the lever inside that drains the water.

Jump down to the ground level and push the block until it comes to rest underneath a lever on the wall high above.

Walk to the far end of the room where you can jump and pull yourself up to a metal platform. Enter the next room and pull the switch inside to gain access to the rotating platforms. Now jump back down to the lower level and make your way back to the window where you charmed the human.

Use your mind control on him once again. When he pulls the switch, the room will fill up with water. Return to your own body and use your Jump gift to reach the block floating in the water underneath the wall switch.

Before pulling the switch, jump off the block and through the doorway to your left. Take the walkway around into the next room. You'll be able to jump off of the walkway to reach a Relic tucked away in the corner.

Carefully float back down to the walkway and jump over to the top of the floating block. Pull the switch on the wall to empty the room of water.

On the ground level, look for the rotating platforms. Jump on top of one, turning around to hop off when it reaches the upper level. You can head either to the left or right around the corner.

Don't worry: that's smoke, not steam, coming from the ceiling vents. It won't hurt you as you enter the room to battle the Warrior and the Hylden. When you've taken care of business, pull the lever at the end of the room to open the door.

At last, Kain has reached the Hylden Gate. Cross the walkway over the water and head for the door. It will open as you approach.

Sit back and watch as a cut-scene plays, showing Kain riding the platform mechanism up to the top of the Gate. There, he confronts the Sarafan Lord with the knowledge of his plans.

Objective 2

Defeat the Sarafan Lord.

This is for all the marbles! It ends right here. Either Kain kills the Sarafan Lord, or the creature will activate the gate and bring his armies through to subjugate humans and vampires alike.

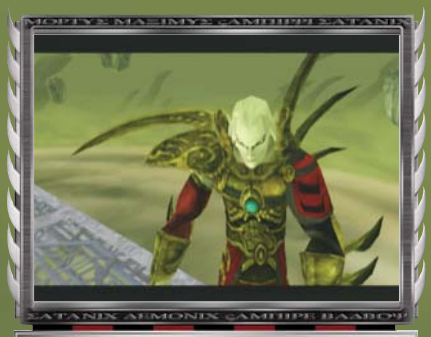
When control is returned to you, you'll find yourself in one corner of the platform. Your first task is to quickly note the location of the Sarafan Lord, as he will start to fire energy spheres in your direction. He's on the far side of the platform.

You'll need to move to one corner or the other so that you are facing the Sarafan Lord down one of the walkways. He always shoots three spheres in succession. Either use your auto-target on him and dodge left or right as the energy is about to hit you, or jump the first, stay down for the second, and jump the third one.

The energy spheres pack quite a punch, and you'll be temporarily incapacitated if they hit you. The Sarafan Lord will disappear if you approach him, so keep your distance and select your Telekinesis gift.

Get as close to the walkway as you can, and when he has fired the third and final energy sphere, quickly target his head with your Telekinesis. You have only seconds to use it on him before he fires again. Fortunately, it only takes one shot to knock him off balance.

Immediately switch to your Jump gift and move the cursor on the Sarafan Lord so that it turns red. Again, you have only seconds to target him before he regains his footing. Jump attack him as quickly as you can: your kick will send him sailing over the edge.



Could this be the end? Not yet! Looks like a stalemate. As long as Kain wears the Nexus Stone, he cannot be harmed by the Soul Reaver. At the same time, Kain cannot destroy the gate without removing the Nexus Stone. Kain opts to destroy the gate at the cost of his own protection.

The Sarafan Lord comes at you with the Soul Reaver. Select your Immolate gift and move to a corner of the platform. He takes five swings at you before launching a devastating blow. Block the first five and quickly dodge left or right when his sword turns red.

You'll have to be extremely patient. Once your Rage Meter has been filled from blocking his attacks, unleash your Immolate power upon him. This is the only way to cause him damage.

Continue this pattern: blocking five attacks, dodging the fatal blow, and blocking again until you can fight back with Immolate when he misses the fatal blow. After you've hit him three times, your battle is suddenly interrupted by the appearance of Janos.

Poor Janos falls victim to the Sarafan Lord, but not before knocking loose the Soul Reaver. Kain will retrieve it, even as the platforms begin to crumble and fall. Both the Sarafan Lord and Kain manage to reach the sole remaining platform at the center of the Gate.

Your Immolate gift will no longer work, but fortunately you've got the Soul Reaver. Block the Sarafan Lord's attacks same as before, and stay away from the edge!

After he takes five swings, the Sarafan Lord will rear back for a devastating attack. Dodge to the left or right to avoid it. There are two ways to damage him. The first is to simply attack him with the Soul Reaver from the side once you've avoided his last attack. This does only a small amount of damage, however.

A better method is to watch for him to tire. After dodging his devastating attack, if you see his breath, you can grab him. While holding him in the air, move the left stick forward as you press the attack button. You'll impale him on the Soul Reaver, causing him significant damage.

You'll have to skewer him three times before victory is yours. Sit back and enjoy the hard-earned ending cinema. There are cities to be rebuilt, and order to be restored, but Nosgoth is at last yours! The rule of Kain has begun...